

Howard A. Jones

THIEF II

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PRIMA'S OFFICIAL STRATEGY GUIDE

Howard A. Jones

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ISBN: 0-7615-2618-8

Library of Congress Catalog Card Number: 99-69635

Printed in the United States of America

00 01 02 03 II 10 9 8 7 6 5 4 3 2 1

Acknowledgements

Writing this book in a timely fashion would have been impossible without the assistance of a large number of people at Eidos and Looking Glass who supplied me with tips, help, cheats, and maps. You were always courteous and ready to assist despite your hectic schedules. My sincere thanks to you all!

Matt Knoles

James Poole

Tim Stellmach

Mike McHale

Steve Pearsall

Lulu Lamer

Michael Steinkrauss & the Looking Glass Testers

Chris Lovenguth, Ron Lauron, & the Eidos Testers

David Skreiner

I'd also like to thank Michelle Medley for choosing me for such a neat project, Michael Littlefield and Deana Shields for sharp eyes, and my wife Shannon and son Darian for their patience and support.

Patch Information

The Thief II strategy guide was written based on an updated version of the game. If you are running version 1.07 of Thief II, you will want to download the Thief II patch to update the game. The version number is listed in the lower right corner of the Autorun Panel, when the Thief II CD is first placed in your CD drive. If you have autorun turned off, simply run the panel.exe program on the CD to check the version number. If you need to download the patch, connect to the internet, then go to the Start Menu, and click on "Look for Updates", inside the Thief II \Web Sites folder.

Playthrough

The playthrough described in this strategy guide is based on the Expert difficulty level, but you should be able to use it to get through the game at any difficulty. However, some enemies will not be present, additional items will be available, and item placement will be slightly different when playing on the other difficulty levels.*

An Interview with Steve Pearsall, Project Director at Looking Glass Studios

Q: The *Thief II* game engine has been rightly lauded, but the plot and scripting are equally impressive and crucial to the game's success. It takes a great deal of skill to weave a plot through a series of separate missions, almost every one of which contains subplots. What sort of challenges did you have to overcome to get to the end product?

A: The real challenge comes from blending good gameplay with interesting storytelling. You really need to develop the gameplay of the missions in conjunction with the plot of the story you want to tell. If you develop details of the plot first, then you end up with contrived gameplay in some of the levels because you need to make a mission to fulfill some important plot details. If you develop detailed designs for all of the levels without thinking about the plot then you end up with a disjointed story.

Q: How does a typical Garrett mission take shape, if there is a typical one? Is the plot of each determined from the outset but everything else up for grabs? Or are the plot, script, map layout, and so on pretty much set in stone from the start?

A: We simultaneously work out a rough idea for the plot and also brainstorm one- or two-sentence ideas for missions. Then we all sit down and try to combine the two, where we take the best mission ideas and then build the story around them. For example, in *Thief II*, someone came up with the brainstorming idea, "There could be a mission where someone hires Garrett to frame someone, so he has to get some incriminating evidence and then plant it so the frame victim will be blamed for a crime when it is found." Next we fill in the details of who hires Garrett and who gets framed to further the story we want to tell.

Once we have the gameplay ideas integrated in with the plot, we develop the mission brainstorm ideas into full-fledged mission design documents. Each designer is tasked with developing the one- or two-sentence brainstorm ideas into documents that end up 20 to 30 pages long. These design documents detail what the gameplay is going to be and how it fits in with the fiction, including hand-drawn maps of what the level will look like, a list of art, sound needs, and many other details.

There are several rounds of peer review during the development of the design documentation where each designer has to present his or her design ideas to the rest of the team. The designer will point out areas where he or she needs help flushing out the mission. The rest of the team brainstorms ideas so we end up with the strongest possible design for the game.

Only when we are happy with the design documentation do we actually start building out the levels. So for the first three or four months we are working on the game we are basically just writing and reviewing design documentation.

Q: As I looked over the game in progress the camaraderie and sense of humor of the game's designers was immediately obvious—my favorite example of this is the mock poster for a band Sheriff Truart has hired, The Taffers. Are there any behind-the-scenes antics you'd like to share?

A: *Thief II* has been a great project to work on not only because it is a great game that we are all proud of, but also because the team was in such high spirits making it. A lot of the best moments would be difficult to share with someone who wasn't present. One of the traditions at Looking Glass is for someone on the team to keep a "best quotes" list. This list contains the funniest or wackiest comments anyone working on the project has said and is usually quite funny. We have hidden the quotes list for *Thief II* in the last mission of the game, the "Factory" mission. I am sure that any player who finds it will enjoy reading it.

Q: Certainly some of the appeal of *Thief II* stems from its roots in heroic fantasy. It seems as though you found inspiration from some of the most famous heroes of fantasy fiction—Fritz Leiber's Fafhrd and the Gray Mouser come to mind—but created a new hero with a richly envisioned world rather than a pale imitation. What fantasy sources did you use for inspiration? Likewise, do you think we may one day see novels or short stories featuring Garrett's exploits?

A: We were inspired by a lot of different sources, and naming them all would be quite a task as we are all fans of fantasy fiction and games. You've named two already; another important one would be Umberto Eco's book *The Name of the Rose*, which is an important inspiration for the world that *Thief* takes place in.

There are already many short stories written by our fans posted on the Internet (www.ttlg.com).

Q: *Thief* games look to be with us for some time to come. What can we expect of Garrett in the future?

A: Garrett goes through some important personal growth leading to transformation of his character and outlook on life in *Thief II* that helps to set the stage for the next version of *Thief*. I don't want to spoil the story of *Thief II* for anyone who has yet to play it so I can't go into the details of that.

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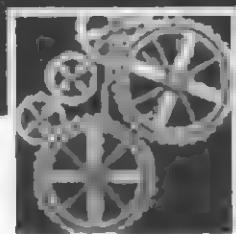
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1

THIEF //

THE METAL AGE



The Metal Age



Setting the Stage

The city is an amazing meld of magic and machinery, where arcane spells coexist with massive factories producing technological marvels. The power of the fanatical Hammerites has waned, and law and order now rests firmly in the hands of Sheriff Gorman Truart.



Fig. 1-1. You may be faced with sword-wielding guards, but some of your toughest challenges will be mechanical.

Unfortunately for Garrett, thief extraordinaire, Truart is efficient, and Garrett quickly finds his business ventures hampered under Truart's watch. Soon Garrett has reason to suspect that the sheriff may be after him,

personally. Setting out to learn why Truart has targeted him, Garrett stumbles into a bizarre conspiracy masterminded by the leader of a cultish splinter group of Hammerites, the Mechanists. The Mechanists have many adherents among the city's nobility, and their power is growing swiftly. Garrett quickly finds himself working against the mechanist organization and everything it controls: fanatical acolytes and priests, electronic alarm systems, and deadly mechanical men. Not only must he save himself, but he must also stop the Mechanists, or the entire city may be doomed . . .

Welcome to *Thief II: The Metal Age*, an extraordinary adventure game blending state-of-the-art artificial intelligence with sophisticated scripting. Often the action is so real you're likely to find yourself leaning along with Garrett while peering around a corner, or ducking your head as Garrett runs into a tunnel. As the story unfolds through 15 missions you'll face challenges, dangers, mysteries, and, most of all, thrilling adventure.

The Cast of Characters

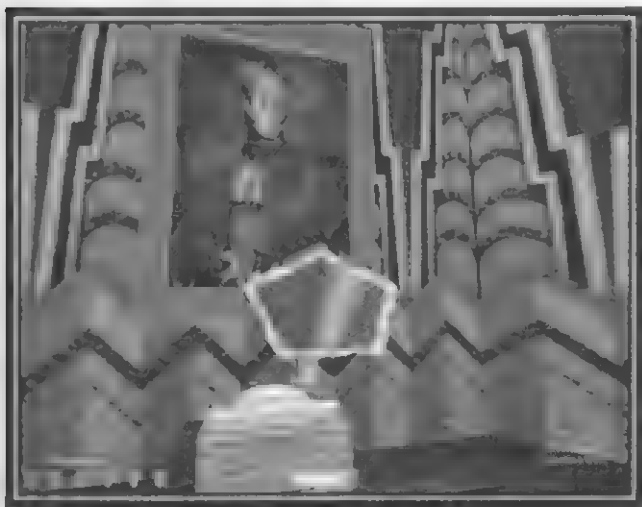


Fig. 1-2. A portrait of Karras sits above one of his wax-cylinder machines.

- have more than the city's best interests at heart . . .
- **Karras**—The brilliant leader of the Mechanists, Karras seems to have invented a number of miraculous items that are popping up throughout the city. But is Karras a genius or a madman?
- **The City Watch**—The men in blue; most would just as soon whomp you on sight as catch you alive. Come to think of it, they never actually do try to take you alive.
- **The Mechanists**—A splinter group of Hammerites, the Mechanists seem interested purely in producing more and more sophisticated machinery as part of their obeisance to their god, the Builder.
- **The Pagans**—A small but peaceful society that lives outside the city. Pagans are being hunted down by Truart and are unloved by the Mechanists.
- **The Keepers**—A shadowy organization whose true goals are not known and whose methods are as clouded in mystery as they themselves are. They occasionally provide information to Garrett, but they can never be relied upon.
- **Viktoria**—The leader of the Pagans, Viktoria is an elemental being of incredible power, and thanks to your previous adventures, an enemy. But war makes strange bedfellows . . .

A Note on Difficulty Levels

Thief II: The Metal Age has three levels of difficulty: normal, hard, and expert. Each offers considerable challenge for gamers.

On the more difficult levels of *Thief II* you're required to accomplish additional tasks on each mission. For example, on the normal level of difficulty, you may have to steal 1,000 gold worth of items, while on the hard level you're required to steal 1,500. On many of the expert-level missions, you must complete your tasks without killing any of your enemies. Plus, there are often more enemies and fewer power-up items on the harder levels.



Fig. 1-3. Depending on the difficulty level you choose, the number of guards, the frequency of electric eyes, and the ease of finding loot change. On normal difficulty much of your loot will lie in the open, while on expert you will have to search diligently for it.

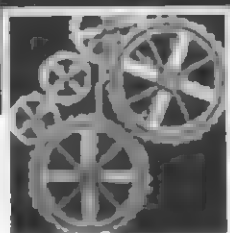
Because of this, the mission walkthroughs in this book are for any level of difficulty. It is entirely possible to play the game on the normal level and complete all the objectives for hard or expert. Hints and paths are shown for completing all the missions as if you were playing on the expert level.

How to Use This Book

As just mentioned, this book has been created with the expert player in mind in the sense that all the mission requirements for the expert level of difficulty have been included. Because of this, if you're playing *Thief II: The Metal Age* on a lower level of difficulty, you may not have to achieve all the objectives listed in the mission walkthroughs.

Additionally, while this book does include everything needed to get through all the missions regardless of difficulty level, it does not necessarily include everything there is to find in *Thief II*. *Thief II* is a complex game, filled with shadowy areas, traps, and treasure. The walkthroughs show the best path from start to finish on each of the missions; however, they do not show the *only* path. Danger and reward may lurk around corners left unexplored or up flights of stairs not investigated. These areas are left for the interested player to discover.

2



The Tools of the Trade



Weaponry

Although a good thief exercises his wits more than his muscles, there comes a time when a good weapon is all that stands between him and feeding the crows. If you're cautious, you won't have to defend yourself often, but you will certainly need to use your weapons sometime. Choosing the right weapon for the job is how you stay alive to pull in more loot from the unsuspecting.

The Sword

A couple of feet of cold, hard steel may feel good in your hands, but the sword is seldom the weapon of choice. Most of the human opponents you face are better swordsmen than you.

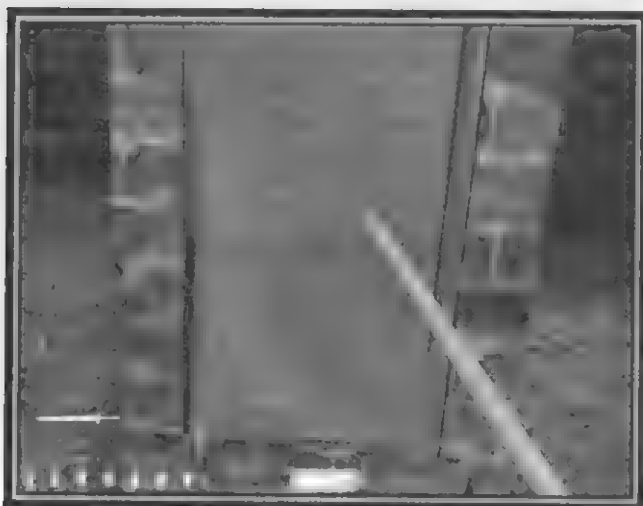


Fig. 2-1. You'll use your sword rarely, more often than not for smashing things, like this windowpane.

Then there's the fact that having your sword drawn slows you down, making it more difficult to escape from someone chasing you. A drawn sword also calls attention to itself. It's more difficult to hide effectively with

your sword drawn, and even when you're not trying to hide, having your sword out is more likely to make people notice you.

Your sword's really useful only for delivering a killing blow to a wounded foe or to take out those not prepared for combat. You're built for sneaking and jumping, and a sword is a heavy, unwieldy instrument. It's therefore to your benefit to keep your sword in its scabbard as much as possible.

If you find yourself forced into sword combat, try to keep moving to the side or backward, so that the enemy does not land too many damaging blows. When the enemy misses, you will have a small opening to jump in and land a sword attack without getting hit yourself. If the attack button is held down until the sword is lifted above your head, you will do the most damage when you swing the sword.

Backstabbing with the sword, though—now there's a skill worth having. If you backstab an unsuspecting enemy (or shoot one with an arrow) you get the ambush bonus for damage. Your attack does five times the normal amount of damage, usually resulting in a quick kill.

In some rare instances it's possible to smash open a lock with your sword (you will hear a particular sound effect when you strike the lock with the sword), but more finesse is usually necessary. During those few times when a sword may be preferred over a lockpick or a key, the walkthrough lets you know.

The Blackjack

The blackjack, or sap, is a true thief's weapon. It's a small, weighted club that can be swung much like a hammer. The blackjack is extremely effective against all enemies except the undead. A single swing of this weapon is likely to knock most foes senseless (foes who don't see you coming and aren't on the alert, that is). If you get in a good, solid hit with the blackjack while your victim cannot see you, then he or she should fall unconscious, even if your foe is searching for you. An enemy on full alert can be knocked out if blinded by a flash bomb.



Fig. 2-2. The blackjack has several advantages over large, more unwieldy weapons.

The biggest problem with the blackjack is that it offers no real protection against an enemy holding a sword. You can't block an incoming slash with your puny club, so you'll often get in only one or two swings.

Despite this drawback, there are some real benefits to wielding this weapon. First, because it's small, it doesn't slow you down when drawn or make you more noticeable, unlike the sword. More importantly, an enemy who is effectively brained with the blackjack crumples to the ground in a heap, unable to shout out a warning or even a convincing death scream. Along the same lines, your blackjack doesn't leave those nasty, telltale bloodstains on stones or carpeting, and this helps keep the rest of the populace calm while you go about your business.

Two blackjack techniques worth noting: You can hold the attack button down to raise the blackjack, and wait in the shadows until your enemy comes within striking distance. Let go of attack and aim for the head before he notices you to score a knockout. You can also click to swing, then step forward into your foe, which increases your chance of hitting someone moving, especially before they hear you coming.

The Bow

The bow is the most versatile weapon available, probably the one you'll use most. You can strike from any distance and kill or disable enemies quickly and effectively from hiding, often without revealing your location.



Fig. 2-3. The bow is your most versatile weapon.

Like having the sword drawn, readying the bow makes you much more visible when you're trying to hide. Additionally, drawing the bow and being ready to fire will greatly slow down your movement and will tend to make people more than a little nervous. The biggest

problem with the bow, however, is aiming. All arrows except for fire and gas arrows are affected by gravity and lose height the farther they travel. Moving enemies can be hard to hit. It takes a lot of practice and a lot of patience to use a bow well. Also, it takes more time to get off a shot with your bow than with your other weapons. Unless you pull back fully on the string, your arrows will arc more, and broadheads will do less damage.

One of the nicest things about the bow, however, is that unlike other weapons, you can use it while crouching. The biggest plus is the variety of arrows available for the bow.

Broadhead Arrows

The basic arrow is the broadhead arrow. When fired by a skilled bowman, it can kill an unwary opponent with a single hit. A hit is about as powerful as a

sword strike, but its usefulness both from range and from cover makes it an ideal default weapon for the careful thief.

Water Arrows



Fig. 2-4. Water arrows are very important for almost every level. Make sure to keep these handy.

Versatile and useful, water arrows are good to have in virtually every situation. The most common purpose is to extinguish fires and torches, which darkens the area and makes hiding easier. In situations in which errant blood-

stains might alert guards or other creatures, water arrows can wash away the evidence before anyone (or anything) spots it. Lastly, water arrows can be used to disable mechanical beasts, by shooting them into the boiler on the backside of the robot.

Fire Arrows



Fig. 2-5. Fire arrows are potent weapons, but using them makes your location obvious to anyone in the area.

These arrows are not subtle. When fired, they travel on a flat trajectory until they hit something. Then they explode, causing tremendous damage to whatever they strike and probably hurting anything and every-

thing else in the immediate vicinity. Even better, these arrows are potent

against zombies as well as living targets. They can also be used to relight torches that have been extinguished. Needless to say, don't stand close when you fire them, or you're liable to explode yourself.

Moss Arrows



Fig. 2-6. Use moss arrows in places where silence is essential.


a small cloud of soft moss. Walking on moss is almost completely silent. These arrows are essential to maintaining your secrecy when you're crossing tile and metal floors.

Gas Arrows



Fig. 2-7. Rare and powerful, gas arrows are easy to waste. With practice, these will be the best weapon in your arsenal.

The gas arrow is one of the most effective weapons at your disposal, albeit scarce and expensive. When this weapon strikes a target, it sends forth a small cloud of knockout gas that incapacitates any living creature it strikes. One of the major benefits is that it incapacitates foes without killing them. With practice, it's possible to knock out several enemies with a single arrow, provided they are close to each other. Try to aim at the feet of the enemies, strike the one in the middle, or solidly strike one in the torso, and those closest should be affected as well. Make sure to aim on the top of the bow sight, because gas arrows don't arc in flight.



TIP Use the gas arrows sparingly. They are hard to find and easy to waste. Be sure of your shot before you let fly.

Rope Arrows



Fig. 2-8. Rope arrows allow you to climb to areas that would otherwise be inaccessible.

Rope arrows are useless as weapons but great for climbing to hard-to-reach places or making quick escapes. Effective only on wooden surfaces, a rope arrow strikes and drops a long rope that can then be

climbed. Many times, this is the only way to get to necessary items.

Vine Arrows

A more sophisticated version of the rope arrow, vine arrows are similar but can latch on to metal grillwork as well as wooden surfaces; they drop a vine rather than a rope.



TIP Unlike other arrows, rope and vine arrows can be reused. If you have fired a rope arrow and no longer need it where it is, simply right-click when the arrow is highlighted to return it to your inventory.

Noisemaker Arrows



Fig. 2-9. The noisemaker arrow creates a distraction and hopefully allows you to sneak away in the chaos.

At times, being a thief is a lot like being a magician. Sleight-of-hand and misdirection can often help you more than shadows or brute force. In some situations the noisemaker arrow is a real boon. When launched, it creates an odd noise that causes guards to investigate the source. While their backs are turned, you have a few seconds to sneak behind them. Keep in mind that once your targets figure out what was making that noise, they'll likely deduce that something is up.

Another use for the noisemakers is to gather a group of enemies. This can be useful to follow up with a group attack, such as a gas arrow.

Flash Bombs

When you need to create a real distraction and want to do more than just get the guards to turn their backs, flash bombs are the way to go. These devices explode, causing no damage but creating a blinding white light. Anything with eyes that sees the flash is blinded and disoriented for a few seconds, allowing you the chance to move in for the kill or to get away quickly. You must throw them right at the target's feet. Flash bombs also can be used to kill off the undead, but you must strike with two flash bombs in quick succession.

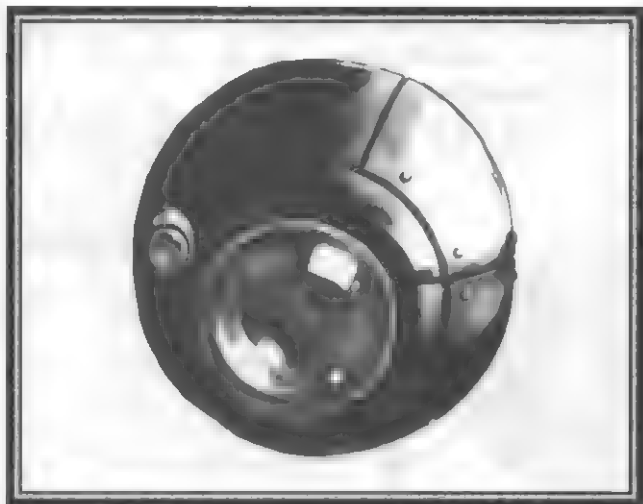


Fig. 2-10. Flash bombs can temporarily blind multiple human enemies in the immediate area, leaving them vulnerable for blackjack attacks.

Explosive Mines

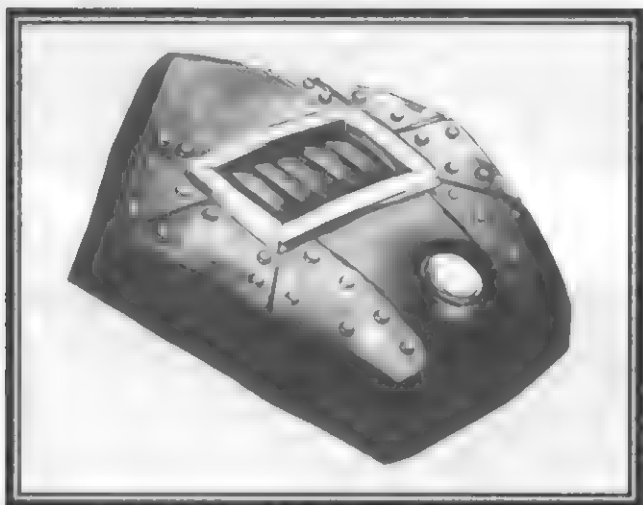


Fig. 2-11. Mines create incredible havoc. Remember where you put them, or you'll wind up killing yourself with your own trap.

Explosive mines (encased explosives) detonate with incredible force when triggered, generally killing or at least seriously wounding anything in the blast radius. You can toss mines into the likely path of guards to trip them

up, and they're wonderful for destroying the mech-guards. If you are running away from enemies, use the Drop Item key to drop mines behind you while moving forward.

If you need to pick up a mine that you have thrown or dropped, you will first need to deactivate it. Select the lockpicks, move just close enough to highlight the mine with the lockpicks, then use the lockpicks on the mine. You can pick up the mine and reuse it after it has been deactivated.

Gas Mines

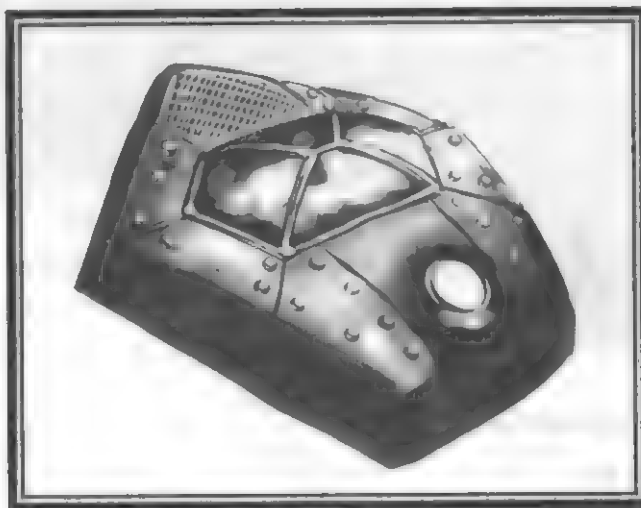


Fig. 2-12. Gas mines have the same basic effect as gas arrows, but they can be left for guards to set off while you run to safety.

Gas mines are similar to gas arrows. When triggered, a gas mine releases a small cloud of knockout gas that incapacitates anything in the immediate vicinity. Like explosive mines, gas mines are effective deterrents to pursuit, and one dropped in the path of oncoming enemies stops them in their tracks. Be careful that you're not in the area when a gas mine is triggered, or you'll take a few points of damage (though you won't be knocked out).

Flash Mines

Flash mines are similar to flash bombs, wonderful for dropping in the path of pursuing guards. When they set off the flash mine, the guards are blinded and disoriented for a few moments, giving you a chance to knock them out.

Frogbeast Eggs

Later in the game you get access to frogbeast eggs. When thrown, the eggs will spawn frogbeasts that chase and attack your enemies, including the mech-guards. Throw them into a large group of enemies and watch the mayhem ensue. Better yet, when the frogbeast eggs are used to kill an enemy, the player isn't blamed for the kill, which is especially useful on the Expert difficulty level.

Keys, Potions, and Other Helpful Things

Keys

In your thieving activities, you'll find a lot of locked doors and chests. Although this shouldn't be much of a deterrent for a competent thief, it's a lot easier to get at what is behind those locked doors if you have the right key. You'll come across many keys in the course of your missions, sometimes lying out in the open and other times on the belts of passing guards. Keys are worth collecting, since they make your missions faster and easier. It's quicker and quieter to open doors with keys than with your lockpicks or by hacking them down with your sword.



NOTE Some locked doors cannot be opened with your sword or lockpick—the correct key must be found.

Lockpicks



Fig. 2-13. Lockpicks allow you to open doors and chests that would otherwise keep their secrets from you.

When the right key isn't available, nothing beats a good set of lockpicks. They allow you to open many chests and doors that you would have to ignore otherwise. Two problems make them less than perfect. First,

it takes time to pick a lock, and the more time it takes, the more chance you have of being discovered. Second, lockpicks make noise, which also attracts attention. Still, they're much quieter than hacking down doors.



TIP If one of your lockpicks isn't working, try the other one or even alternate between them two times. Often, both are needed to open a lock.

Mechanical Eye

Garrett starts the game equipped with a mechanical eye. Don't neglect this useful item, because you can use it to zoom in to take a closer look at distant enemies. Don't forget to zoom back out and reset your view to normal before moving, or your perspective will be a little strange. The zoom feature cannot be used while the bow is selected, unless Bow Zoom is turned off in the Game Options.

Scouting Orb

Garrett usually has at least one scouting orb in his possession, and often finds more on his adventures. The orb is best used to toss around a corner or up a flight of stairs. Once the orb lands, Garrett can see out of the scouting orb and survey what lies ahead. When you're done using it, left-click to return to the normal view, and consider picking it up, because it is reusable.


Flares

Flares are handy little devices you can use to light up dark areas for a better look. Flares can be carried and thrown, but they only stay lit for about 15 seconds. Flares can be used to re-light torches, and can also be used to blow up the red explosive barrels. To do so, just throw the flare towards the top of the torch or barrel.

Healing Potions

Try as you might to remain unscathed, you'll nevertheless take some damage during the course of your adventures. Whether it comes from the attacks of guards or simply a fall that was a little too high, you will be hurt and want to

heal yourself. That's the purpose of the small flasks of healing potions. When downed, these potions restore several hit points, enabling you to endure more punishment the next time.



TIP *Healing potions don't work instantly. The hit points you get back reappear over time, usually in a few seconds. Keep this in mind, because using a healing potion when you're almost dead won't stop an incoming sword blow from killing you.*

Air Potions

Long swims are dangerous. When your air runs out, you drown. Air potions, also called breath potions, solve this problem. When your air is running low, you can take an air potion to fill up your lungs with air again and continue to swim. These potions aren't common, but they are good to have for any mission that features a lot of swimming.

Speed Potions

For the fastest of fast getaways, nothing beats a speed potion. Quaffing this magical elixir makes you much faster than you are normally. In general, save these potions for times when you need to move quickly and want to outpace your pursuing enemies; they are very expensive.

Slowfall Potions

If you drink a slowfall potion you can drop from heights that would normally kill or injure you and land safely.

Invisibility Potions

Drinking an invisibility potion briefly (for about 5 seconds) renders you, you guessed it, invisible. Keep in mind that while your enemies can't see you while you're invisible, they can still hear you. Still, it's great for sneaking past areas crawling with the enemies or to get out of ambushes.

Treasure

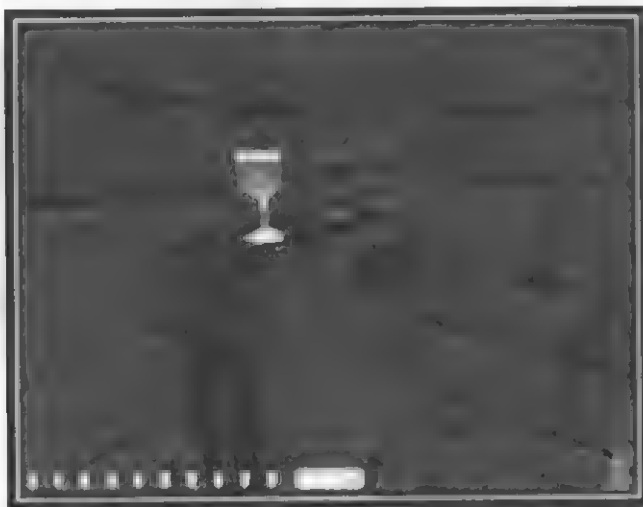


Fig. 2-14. *Treasure doesn't always come in the form of gold. These three chalices are each worth a few gold pieces.*

Here's the reason you became a thief in the first place. Treasure comes in three basic varieties: gold, gems, and goods. Many of the items you find have a value above and beyond the actual mission objectives.

Any money you make can be used to purchase equipment before your next mission. Grabbing the goblets, plates, jewelry, and money pouches during your looting helps you throughout the game. Many times, your mission objectives include an amount of gold, gems, and goods that you must recover. Whenever you see something that might be of value, take it.

Silence

Despite the effectiveness of your various weapons, silence is truly golden to a thief. By being quiet, you can make your way past guards who are otherwise diligent in their duties. Silence is the watchword of the careful thief. You must be constantly aware of the noise you're making and the proximity of your enemies. Too much noise, or any noise at all when guards or enemies are close by, will get you caught.

Just as important as preventing yourself from being discovered, keeping quiet allows you to hear what is going on around you. Creatures and guards make noise as they walk their patrols. Guards whistle and hum to themselves, machines whine, and Mechanists mumble their chants. All of them make noise with their footfalls as they move back and forth. If you aren't making any noise, you'll be able to pick up on the sounds around you. By being aware of your environment, you give yourself a better chance to succeed and limit your chances of being discovered and attacked.



Fig. 2-15. Guards can draw surprisingly close to your position if you remain quiet and in the shadows.

An important factor to remember is the type of floor you are walking on. Carpets, sand, earth, and moss are very quiet. Stone and wood effect a normal volume foot-fall, while metal, tile, and gravel are very loud. Be aware of where you step.

TIP Almost every surface but moss makes even more noise when you drop down onto it, so remember this tip: If you crouch before you drop the volume of the noise you make is significantly reduced.

Shadows

Combined with silence, shadows are probably your most useful tool. Hide yourself in shadows to become almost completely invisible to your enemies. Many times, they can walk right next to you and, thanks to your abilities, be completely unaware of your presence. Using shadows is often the only way to get from one place to another without being discovered.

Remember that shadows are only as useful as you allow them to be. Moving through them makes you more visible than standing still, and having a weapon drawn often negates the hiding power of the shadows. Keep your eye on the visibility meter at the bottom center of your screen. When it's dark, so are you, and when it's brightly lit, you are as well. Stay near walls and corners as much as possible because you're much less visible there.

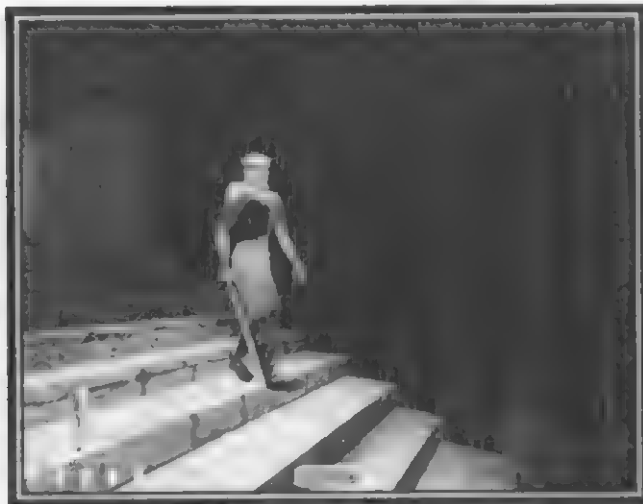
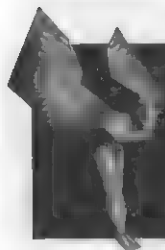


Fig. 2-16. If you're going to attack from shadows, know when to do it. Never attack facing a foe—wait until the guard's back is turned.

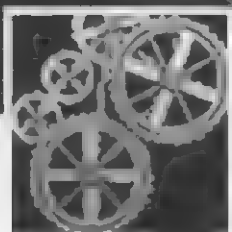


TIP Crouching will help you hide as well. When crouching, your light gem will show that you are less visible, and you'll also make less noise if you move while crouching.

Technology

You can give Garrett a few added advantages by taking some extra measures. If your monitor has a brightness control, by all means, brighten the screen so you can better see your surroundings, even if you have already increased the brightness (gamma) level within the game. Just be careful of setting the brightness too high, the shadows and graphics overall will tend to wash out. For those of you fortunate enough to have a computer with speakers with adjustable volume, cranking the volume can be extremely useful while hiding and waiting for guards to come past—perhaps the very guard carrying the key you need—so that you can tell when they are coming into range, or how far away they are, or simply whether or not there's anything moving close by. The "readme" file included with the game contains lots of useful information for fully optimizing your graphic and sound settings to create the most immersive Thief experience imaginable.

3



The Opposition



Human Enemies

The bulk of your enemies are as human as you are. And the bulk of them carry weapons. They may not be as adept at sneaking and running as you are, but if you should go toe-to-toe with them, watch out. In some missions, when you're spotted by a guard the jig is up, and you might as well restart from your last save point. Learn how to sneak past these fellows, and learn to think defensively.

Ordinary Folk



Fig. 3-1. *The noblewoman runs after seeing you and shouts loudly for help.*

Dock workers, merchants, and nobles may come from different levels of society, but they're all the same to Garrett. If they spot him they're apt to run screaming for help. Unlike the guards, though, it's possible to knock out ordinary folk even after

they've spotted you, provided you can catch them. They'll outdistance you if you're running with your sword out, but you can almost always outpace them if you're only carrying a blackjack.

Guards

Generally speaking, guards are about what you would expect of hired swords. They are diligent about making their rounds and protecting their charges but aren't necessarily willing to go out of their way to put their lives in danger. If threatened, they won't hesitate to kill an unwary thief, and, if wounded, they are quick to bring in backup and shout for help.



Fig. 3-2. A guard on patrol.

Like most of the creatures you encounter in *Thief II*, guards can be dispatched with a single shot, sword thrust, or swing of a blackjack as long as they are caught unawares. If they see you coming, it will take a few arrows to the vitals or hits with a sword to dispose of them. Up close, they are deadly.

Note You may encounter guards that have larger helmets with face plates, including one of Cavador's bodyguards. You will be unable to blackjack these guards and must find some other method to take them out.



Bow Guards

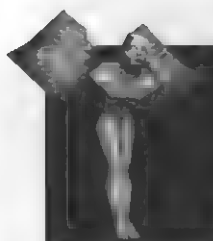


Fig. 3-3. A Mechanist with a crossbow searches for someone to shoot.

Along with the guards armed with swords, you face archers. For the most part, they're identical to their sword-carrying kin. They'll happily pin you to the nearest wall with a flurry of arrows should they spot you, but they won't go out of their

way to put themselves in the line of fire. They have pretty good aim, but it takes a few seconds for them to get off a shot, so you often have the chance to slip away or get into some nearby shadows.

For the most part, you want to avoid encounters with bow guards, because they can hit effectively from a good distance and can be difficult to defeat when alerted. Up close, you have a tremendous advantage, because you can attack much more quickly and effectively with your sword than they can with the bows. Like the sword guards, bow guards will run off if seriously wounded, but if you're quick, they shouldn't go more than a few steps before you quell them.



Note Gorman Truett's police force, the City Watch, are dressed in blue uniforms but perform the same behavior patterns as the normal sword and bow guards.

Mechanists



Fig. 3-4. Two Mechanists slumber in the hall after an encounter with your gas arrow.

Mechanists are religious fanatics who detest nature and strive for order and precision. The deeper into the game you go, the more Mechanists you face. They are fierce and determined foes, dogged and merciless

in their attacks on anything that stands in their path. They attack with maces, and they can swing these weapons with great effect and surprising speed and agility.

The Mechanists are completely fearless and willing to die in defense of their beliefs. Should a Mechanist spot you, he or she will attack without question until you are killed. If wounded, Mechanists run off, shouting warnings the whole way, then return to the fray to kill you when others have been alerted. They swing their weapons with incredible speed, often striking from several different directions in a matter of seconds, making it difficult to defend yourself against them. Your only defense is to avoid their gaze or kill them quickly, preferably from a long way away.



Caution Midway through the game you start encountering masked Mechanist guards. Their helmets are thicker, and they have a neck guard making it impossible to knock them out. They must be rendered unconscious with gas, killed, or avoided altogether.

Mechanist Priests

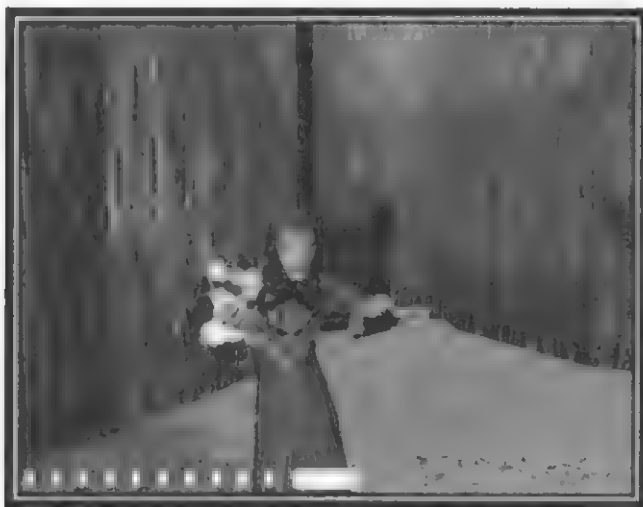


Fig. 3-5. A Mechanist priestess readies an attack.

While they are rare, you're bound to encounter a few Mechanist priests, and you need to be wary of them. They may not carry weapons, but they can launch gear projectiles that will quickly finish you. They will also call in reinforcements when alerted to the presence of an

enemy. Between attacks, they run to and fro, shouting alerts to the nearest Mechanists, thus making themselves difficult targets.

Mechanist priests are hard to kill because they're hard to hit and take a lot of punishment. You can use a few tactics to your advantage. There is generally a long time between their attacks, leaving room for you to counter-attack. If there is a little distance between you and the priest, you can easily avoid the spell by dodging left and right. It's best if you knock them out or avoid them completely.

Mechanical Opposition

Before too many missions go by you start to spot Mechanist contraptions, and they're always arrayed against you. As with all of your opposition, sneaking past is usually the best option. Unfortunately, that isn't always possible.

Mech-Workers

These tubby little robots march back and forth, tending to menial cleaning tasks and even more challenging duties—like providing music at Mechanist functions. They never attack but will run and shout for help if they spot you.



Fig. 3-6. They may not attack, but the mech-workers can cause plenty of trouble.

able to see you. If you need to destroy a worker, the best solution is to fire a water arrow into the boiler vent on the back of the robot. An explosive mine or fire arrow is also quite effective. You can also beat on the poor little mech-worker with your blackjack, and after several blows the worker will be disabled. Once disabled, you can chop the worker up into pieces with your sword, and then hide the evidence.

Mech Spider



Fig. 3-7. Beware of the Mech Spider. It can be very deadly!

Fortunately you don't see these nightmares until late in the game. They consist of turrets mounted on giant mechanical spider bodies, and usually travel in groups. They fire projectiles and can quickly take you down although with the proper timing you can actually jump

over the projectiles. A fire arrow will destroy the mech spider, but your best option is to completely avoid them altogether.

Electric Eyes



Fig. 3-8. You'll come to hate the whirl of electric eyes in action and loathe the alarm clamor when they decide they've spotted something amiss.

Much like modern security cameras, the electric eyes are eerie metal faces projecting from walls or ceilings, swinging back and forth and scanning for move-

ment. Normally the tube projecting along the side of the construction is green. If it spots something it doesn't like the looks of—you, namely—the electric eye halts, shifts to yellow, and stares at the place where it saw you move. When this happens you have a moment to get back into cover or blast it. Once the electric eye shifts to red, it sounds an alarm that brings help from all over.

If you do get spotted, duck back into cover and wait until you hear the whirl of the eye start back up. At that point you can make another dash for cover or take further action. The Mechanist designers don't seem to have realized that if you stand directly under an electric eye you can't be seen. Sometimes an excellent strategy is to run across the room toward one. It may shift to yellow, but the moment you arrive beneath it the electric eye can no longer see you and starts scanning the room in green mode again.

A safer way to get past them is simply to run while they're looking the other way. But of course it's impossible to avoid them completely, and sometimes they'll sound an alarm regardless of how clever you are. If that should happen, destroying them with a fire arrow may be your only option. You may sometimes find a deactivation switch hidden nearby; if there are cables leading away from the electric eye, they might lead you to the switch.

Turrets



Fig. 3-9. This turret can't harm you, because the electric eye above it has just been blown into tiny little pieces.


accurate and deadly. The best way to destroy them is to take out the electric eye that serves as their sensor with a fire arrow. Once you destroy the electric eye, the turret will not be able to find a target and will stop firing. The turret itself can be destroyed with two fire arrows.

Mech-Guards



Fig. 3-10. If you must get close to a mech-guard, do it from behind.

These wandering monstrosities are quick and deadly. Once they spot you, they can speedily and accurately launch cannonballs in your direction. It's best to avoid them, but if you should happen to face off against one, try to take it out before



it sees you. This can be done most effectively by shooting two water arrows in the boiler vent at the back of the mech-guard. The first water arrow will freeze the mech, the next arrow will completely disable it. A mine dropped in its path can stop it cold. Two fire arrows will take them down, but if you're facing them it's usually impossible to get off that second fire arrow before they kill you. Once the mech-guard is disabled, you can hack it up into pieces with your sword, and hide the evidence.

The Undead

It would be nice if the world consisted only of living opponents, but this simply is not the case in *Thief II*. A few times you bump into the undead. Because of the enchantment that renders them undead, these creatures are immune to gas arrows, gas mines, blackjack, and broadhead arrow attacks. In many cases special efforts must be taken to slay them quickly. Because of this, you'll be on the run from them more often than you'll stand your ground and fight them.

Zombies

You're unlikely to face zombies unless you touch something in the necromancer's spire that you just shouldn't be touching. Zombies are slow and easy to fool but, once they spot a living creature, are completely set on killing anything in their path. Hacking away with a sword or plunking them with arrows does little to stop them or even slow them down.

The only really good thing about zombies is that they are slow. Even those that have been alerted to the presence of an enemy are slow to act, shambling behind their intended victim at a pace slower than your normal rate of walking. Other than that, they are tough foes, and destroying them requires a pair of fire arrows or flash bombs. Unless they are directly in your path, they're easier to avoid or run past, since it's nearly impossible for them to catch up with you.

Haunts

The unquiet corpses of slain Hammerites, haunts are disturbing in a number of ways. Except for their skeletal appearance and tattered clothing, they behave much like living creatures. When they hear a noise, they creep along, hammer raised high, to look for its source. And when they spot an enemy,

they are quick to attack and nearly impossible to hide from. You won't see a lot of these undead beasts, and the few you do encounter will make you happy they are so rare.



Fig. 3-11. A Hammerite Haunt searches for you.

There is no upside to fighting haunts. Like their zombie brethren, haunts are determined foes, unwilling to break off attack until they are destroyed. What's worse, they are fast and able to keep up with even the swiftest of thieves. While two flash bombs will take them out, two fire arrows will also dispatch one of these foul beasts.

Apparitions



Fig. 3-12. The ghost of Captain Markham.

These spectral beings are difficult to spot because they are almost completely transparent. Many are harmless and will impart information if you listen. Some, though, like the ghost of Captain Markham, are best avoided altogether, unless you can set off two flash bombs in quick succession.

Beasts

A few of your enemies are more monstrous than the guards, Mechanists, and undead....

Apebeasts



Fig. 3-13. Two apebeasts have a fireside chat.

A horrifying combination of human and ape, apebeasts are without question one of your deadliest foes. Quick to anger, apebeasts are cunning and vicious creatures. When one of their number has been slain, other nearby apebeasts set up a hideous wailing that often

brings more to the area. They are nimble and active foes, often leaping out of the way of melee attacks only to jump in and strike with their sharp claws. Some apebeasts are armed with tiny blowguns that pack quite a wallop.

You really don't have much chance against them face to face. Kill them from a distance, knock them out from behind, or run.

Spiders

Throughout your adventures, you will encounter some deadly greenish-white jumping spiders.

When confronted, these creatures jump into the air and attack from behind. They pack a vicious bite and can be difficult to kill off. When surprised, they go down easily, and if you press your attack, you can generally hack them apart with your sword before they get a chance to retaliate. An amusing tactic is to jump over the spider and then attack while it is disoriented. Additionally, these spiders aren't fast, and if you run past them you should be able to outdistance them.

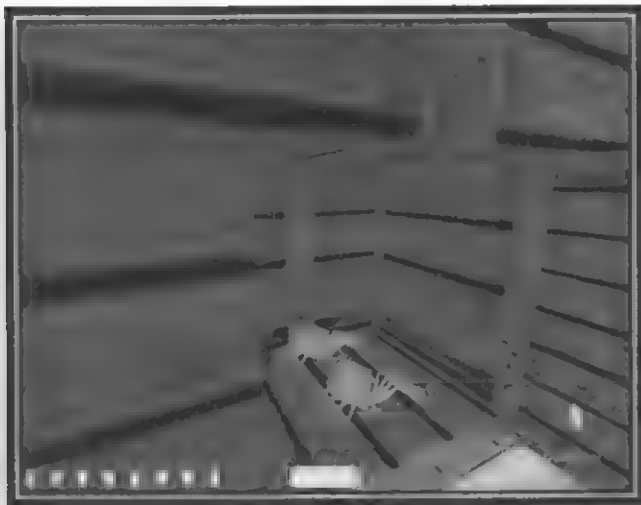


Fig. 3-14. *The spiders sit ready to pounce.*

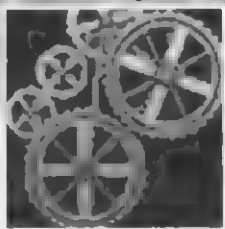
There is also a rare giant spider that you may encounter. You must dispatch this spider quickly with arrows or run away before it gets too close or pay the consequences!

Tree Beast

You only face the tree beasts in one mission, and that's fortunate, because they're deadly. It is possible to blow one to pieces with a fire arrow. But while you're drawing a bead, other nearby tree beasts may be rushing you, because tree beasts travel in groups. You should simply run away, and the chapter describing the mission in which you face them provides details on where to run to avoid them completely.



4



Strategy



A Change in Attitude

First-person-perspective games are usually slaughterfests. Your objective is to rush forward and kill everything in your path. Anyone who approaches *Thief II: The Metal Age* with that mindset is going to find his or her career as a thief to be a short and painful one.



Fig. 4-1. Wait in the shadows to knock out this guard or simply sneak past when she starts on her rounds. Jumping out to attack will end your career rather quickly.

You simply don't have the muscle, durability, or weaponry to confront every enemy you see. Even at your healthiest, you're only a couple of sword blows or arrow hits away from having

to restart. None of your weapons are more lethal than those of your enemies, and many attacks you sustain are much more powerful than those you can dish out. More importantly, you'll rarely be able to heal yourself within a mission. The healing potions you bring with you are often all you get, and even those you do find restore only four hit points.

It's important to remember that your job is to *avoid* rather than attack, to *sneak* instead of slaughter. Dueling it out will get you killed, or at least so badly wounded that any further attacks will kill you.

In short, although there are times when it's worthwhile to kill something, you should usually avoid combat. Sometimes making a kill is the easiest way to get through an area, but getting through without slaughter is almost always the preferred solution.

Your Advantages



Fig. 4-2. Stealth is your greatest advantage. When you must attack, do it quickly and while your enemy's back is turned.

All that having been said, there are times when you have no choice but to defend yourself. Situations arise where you must kill or knock out enemies, either because they're blocking your path or because they

will kill you if you don't act first. In these instances, you must maximize your advantages. Since you can't compete in terms of durability or health, you must use other means to succeed.

Stealth

Stealth is the best way to avoid combat, period. If your enemies never hear you coming, they won't know to turn around and look for you. This is especially true if they have their backs turned. Sound carries, and walking on tile or metal makes considerable noise. Your handy moss arrows help you stay quiet on otherwise noisy surfaces.

Stealth is also an important tool when it comes to combat. By keeping quiet, you have the ability to plan your shots with your arrows. If you're sneaky, you can keep an enemy from knowing you're taking aim and thus have the opportunity to get in the first, and often fatal, strike. Moving slowly and cautiously should be your choice unless otherwise noted in the mission walkthroughs, or when you're being pursued.

You'll also be able to hear everything going on around you. If you keep your own footsteps as quiet as possible, sounds of approaching guards or other enemies will alert you. This gives you the chance to hide or set up an ambush.



Fig. 4-3. To pick the weighty coin purse of this nobleman shoot a moss arrow onto the tiled floor he stands on, or he's sure to hear you approach.



Fig. 4-4. Keep your blackjack ready most of the time.

victims unconscious; this is helpful on missions where killing enemies is prohibited.

Surprise

The natural accompaniment to stealth is surprise. Attacking from surprise is a tremendous benefit. If your enemies don't know you're in the area and their guard is down, they will often fall to a single strike of your sword, a well-placed arrow, or one shot with your blackjack.

When you must attack, your best chance of getting through with little damage and trouble is to hit your enemies while they are unaware. An enemy

actively looking for you—or worse, actively charging or attacking—generally takes several hits to kill and will be more likely to kill you. When you feel the need, hit from behind and move carefully to avoid arousing your enemy's attention. If you must attack head-on, keep those flash bombs, gas arrows, and fire arrows handy.



Fig. 4-5. *There's little hope of sneaking up on a spider. If one bars your way, it's time to draw your sword.*

TIP *Most of the time, you get only one chance to attack with surprise. Make that first shot count. When several enemies lurk in the same area, hitting one will alert the others that you're there.*

Height

Rope and vine arrows are more than simply a tool for climbing up to hard-to-reach places. One of the real benefits is that they allow you to get above your enemies. Whenever you can, attack from above.

Most of the time, enemies alerted to your presence by an attack or noise look on the same level they're on. They don't tend to look up. Because of this, even alerted enemies are easy to kill by sniping. Hunt as they will, they won't find you. They won't even notice a rope from a rope arrow.

Another advantage of attacking from high up is that some enemies can't hit you from a distance. Range is always important because it keeps you out

of immediate harm's way and gives you a chance to dodge, but height often prevents your enemies from retaliating at all.

Darkness

Darkness aids in several important ways. Staying in the shadows and using your ability to hide keeps you out of almost as many fights as moving quietly. If enemies hear you but can't see you, there is no way they can attack. Stick to the shadows as much as possible, even when there are no apparent enemies around.



Fig. 4-6. Watch your light meter carefully. The moment you step into the light, anyone can spot you.

One of the more useful items you carry on virtually every mission is water arrows. Using them to douse torches allows you to set up ambushes in areas that would otherwise be bright, making you easy to spot. Places where you must walk

frequently or where guard traffic is heavy are perfect places to use water arrows.

Shadows can hide other things as well, namely bodies. Opponents you've knocked unconscious or killed can be dropped in dark corners, preventing others from spotting them and becoming suspicious.

Thieving Tactics

Skillful theft, not combat, is the main goal of *Thief II*. In most of your missions, you are required not only to achieve some major objectives but also to steal other items of worth. Even when you've met your goals in terms of your objectives, grabbing additional loot is always worthwhile. The more money you can collect, the more you can equip yourself for the subsequent mission. Often, all that stands between having an extra healing potion in the next

mission and having to go without is loot worth only 50 gold in treasure. Remember that any loot not spent directly after a mission doesn't carry over.

Risk vs. Reward

You must always balance the risk of stealing something against the reward of having it. Having to go through several guards to nab a treasure worth a few dozen gold pieces is probably more trouble than it's worth. On the other hand, finding an opportune moment to slip inside a room to nab a few hundred gold is well worth the effort.



Fig. 4-7. This cash box is ripe for the plucking.

There is no hard-and-fast rule for taking risks or stealing treasure. What is simple for one person is risky and difficult for another. In any case, before attempting to gain a particularly difficult prize, consider whether you need it. Also, if you aren't sure of your ability to steal a treasure, save your position before your attempt.

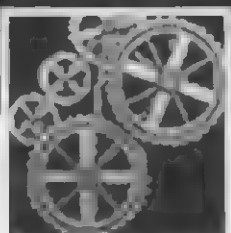
Taking What is Offered

The idea of treasure is all in the mind of the thief. While stacks of coins or gems are easily recognized as treasure, you can also steal goods like rare bottles of wine or well-crafted cups. These items count as treasure also. Don't hesitate to pick something up just because it doesn't look like a gem or a gold candlestick.

Also, on all your missions you'll find supplies like various arrows, health potions, mines, and flash bombs. These are just as much treasure as gold. An extra flash bomb or two can get you through some difficult areas, as can a gas arrow or a mine. Having a few extra broadhead arrows gives you the chance to knock off extra guards or enemies. Other items, like water arrows and fire arrows, have multiple uses and should not be passed up when spotted.

Personal preference and experience will dictate a lot of what you bring with you on your missions. Also, you will naturally be limited by the amount of money you have. Here are a few good rules for equipping yourself:

- Save often. The walkthroughs let you know when difficult passages are coming up, but you should make a habit of saving before and after every challenge so you don't have to retrace your steps.
- If you start with a couple of healing potions, you probably don't need to buy additional ones. Try to carry at least two on every mission.
- You shouldn't need more than a couple of rope or vine arrows on any mission, especially since you can reuse them.
- Gas arrows and gas mines are expensive, but if you use them carefully, you can knock out several enemies at once. Buy them when you have the money and the opportunity.
- Flash bombs are the only way to kill ghosts and are absolutely vital when you're discovered by guards. If you don't want to have to restart a lot, plan on using plenty of flash bombs.
- If you don't have gas arrows, fire arrows are a good substitute. They do tremendous damage and hurt anything in their blast radius.
- If you can't think of something to buy, consider additional broadhead arrows. Most enemies will take multiple hits if alerted, and an extra 10 arrows can mean the difference between getting through and getting killed.
- Because loot is only carried over directly after a mission, and power-ups (any weapons or gadgets you buy before or find during the mission) do not carry over, feel free to spend as much as you can and use your power-ups where needed.



Running Interference



UNFORTUNATELY, NOT EVERYONE IS AS COMMITTED TO THEIR WORK AS I AM.

Mission Summary

Basso, an old associate of Garrett's, has fallen for Lady Rumford's chambermaid, Jennivere. Unfortunately, Jennivere wouldn't be an indentured servant anymore if she got married, so her employer, Lady Rumford, has locked her away in the estate. Your job is to clear the way for Basso to rescue his lady fair and grab some loot while you're there. Jennivere doesn't want anyone killed on her account, so you must tread lightly.

Obstacles: Guards.

Supplies: On the first mission, you have only default supplies and can't buy any extra.

Objectives

Normal

- Get Basso and Jennivere out of the mansion together.
- Give Basso the signal.
- Don't kill anyone.

Hard

The hard objectives are the same as the normal objectives, except that you must get 300 worth of loot.

Expert

The expert objectives are the same as the normal objectives except for the following:

- Get 600 loot, including 200 in gems.
- Score at least 8 knockouts.

The First Floor

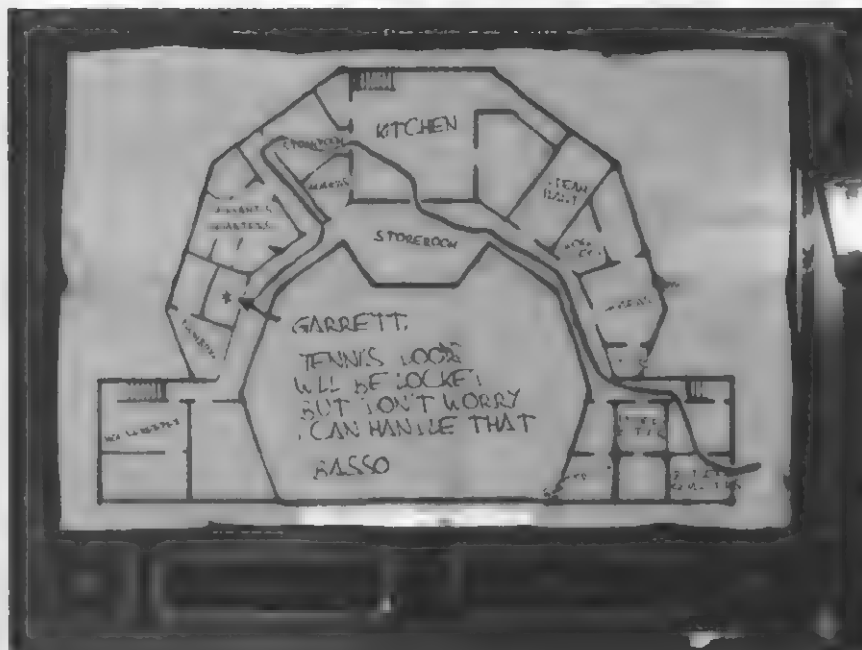


Fig. 5-1. Basso has unlocked the side door for you.

When the mission begins you're outside the mansion with Basso. He tells you that he has sprung the lock on the side door—the only good way in—then departs. Take a look at your map, then head in on the route marked. The door is unlocked. Scoop up the coins on the table, then

stay on the indicated route and move north into the next room. The key for the door is on the ledge beside the door on the left. Use the key on the door and it swings open.



Fig. 5-2. Lean around the corner to shoot out the torch.

You can already hear the guards nearby. They're stationed in a screened alcove down the hall and just around the corner. The south room of the underbutler's quarters has a chest with some gold, but you should probably wait to loot it until the guards are knocked out.

For now, stay hidden in the shadows, then crouch low and ready a water arrow. Lean out to your left so you can see the torch but not the guards, and let fly.



Fig. 5-3. The flash bomb and some flares sit on the shelf.

Once the hallway's dark, keep low and sneak past. You need to knock out those guards if you're going to get Basso and Jenni past, so you have to open the door on your right, shoot out the lantern inside the room, and head through the doorway to the left, opposite the

guards. There's gold in the chests at the foot of each of the bunks in this room, but wait until you knock out the guards to take it. To knock out both guards you must help yourself to their supplies. On a shelf to the left in this room is a flash bomb and five flares. Beneath the shelf, on the side farthest from the door, is a switch—you must crouch down to see it. Right-click it.

A secret panel opens, giving you access to a healing potion, another flash bomb, a flare, and a bag of gold. Now you're ready to tackle the guards. Get your blackjack ready in one hand and select a flash bomb.



Fig. 5-4. Toss a flash bomb between the guards.

Advance slowly into the room and hurl the flash bomb between the guards. While they're still blinking, knock out the one on the right and then the one on the left. With both of them out of the way, advance through the room beyond the arms supply room, where the fire

burns in the hearth, and out into the hallway beyond.

A guard lurks at the end of the hall, but his back is turned to you. Knock him out, take his coin purse, and dump his body in the steam room.



Fig. 5-5. Wait for the servant behind the pillar.

Refer again to Basso's map and sneak toward the kitchen. Unfortunately, there's a servant walking back and forth in the kitchen. Open the door and wait outside for his footsteps to recede toward the west, then dash in and hide in the shadow of one of the pillars to the east.

Sneak up behind him and knock him out when he comes back by. He's carrying a little gold so you might as well liberate it. Dump him in the storage

room on the east side of the kitchen, then take a look at the wine rack inside. There are three gold bottles of wine, each worth 20 gold pieces. A speed potion is hidden in the bottom right side of the wine rack, in one of the triangular shaped holes. It's hard to spot. Snag those and then leave the wine cellar through the narrow hallway to the north of it that looks like it dead-ends. It actually ends in a dumbwaiter.

You can hear a guard as you approach the dumbwaiter, but relax, he's on the floor above. Crouch to enter the dumbwaiter, then turn around so that you can flick the switch that activates it.



Fig. 5-6. The view from the dumbwaiter

Once the dumbwaiter rises you must turn to face its opening on the other side. You get a great view of a guard, plus two gold plates and two gold goblets you can snag when his back's turned. He's also got a key at his waist, so grab that as well. Once you're finished, right-

click the dumbwaiter switch on this floor to return to the first floor.

When you return to the first floor, head back to the main kitchen. A bag on one of the tables farthest from the dumbwaiter holds 45 gold pieces. Snag it, then look into the storeroom west of the kitchen.

You must extinguish the torch before you open the door and move against the guard that patrols the hallway beyond. Listen for his footfalls. After he turns back to go the other direction, follow him and hit him from behind. Drop him into the storeroom shadows. As the map says, the doorway in the west of the hall leads to servants quarters. There are three chests with money in one of the tiny rooms, but do you really want to steal from the poor servants? Exit instead at the end of the hall, but move quietly—there's a guard to your left. Before too long you reach Jenni's door. Move past it.

Ignore the door to the plumbing room and keep going.



Fig. 5-7. Follow the guard into the hall and knock him out.

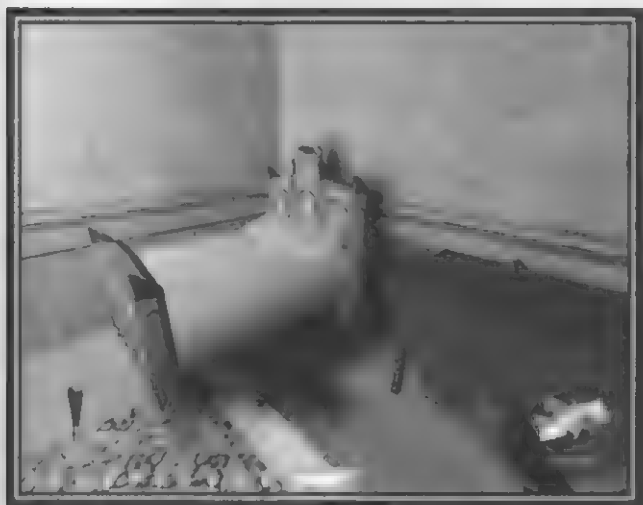


Fig. 5-8. There's gold on the bedside table in the housekeeper's quarters.

door opens onto the housekeeping rooms. The north room has a door to the northwest that opens onto the stairs to the second floor, and a south door opens into a bedroom, where there's a sack of gold on a table. Head up those stairs to the second floor.

The West Wing

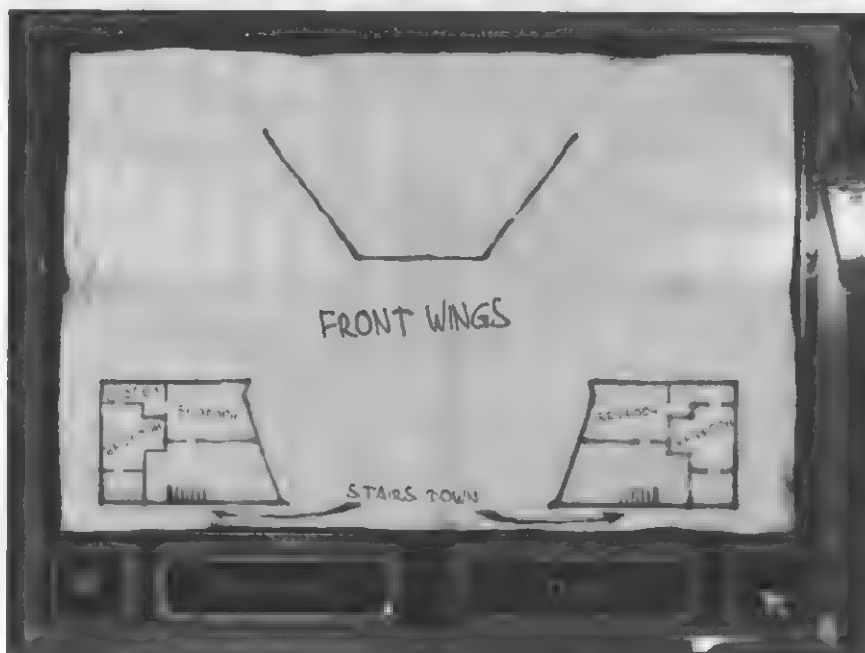
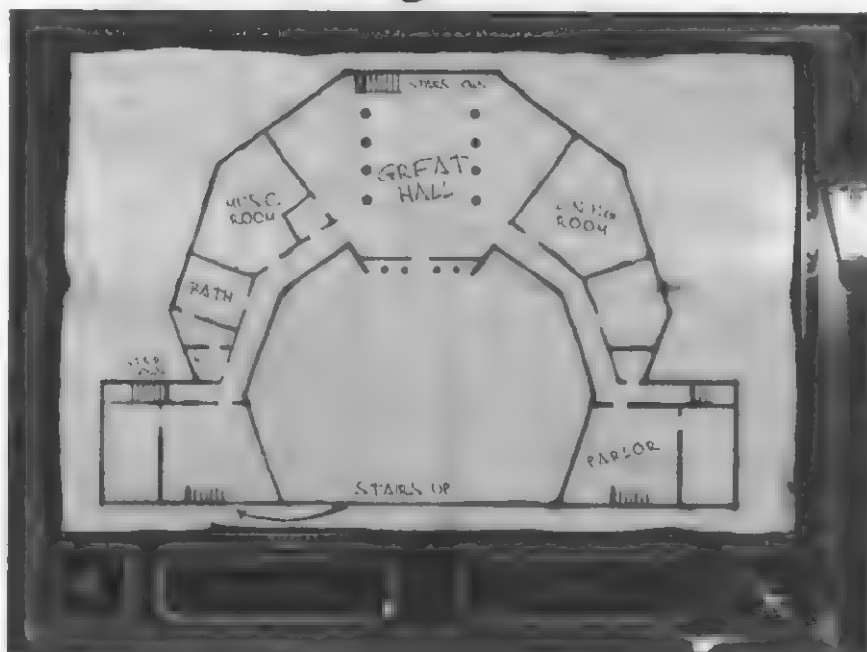




Fig. 5-9. The music room is on the second floor. You can take the flute, but the harp's too heavy.

on them than the floors downstairs. The guard carries a bag of gold. Dump him in a dark corner and move north. There's no loot in either of the first two doors to the west. The music room is across from the lamp farther north up the hall, though, and within it is a stack of gold on one table and a flute worth 50 gold on another table. There's also a harp that makes a loud twang if you pluck it.

Now return to the steel door at the south end of the hall. The key you picked off the fellow courtesy of the dumbwaiter opens it for you.

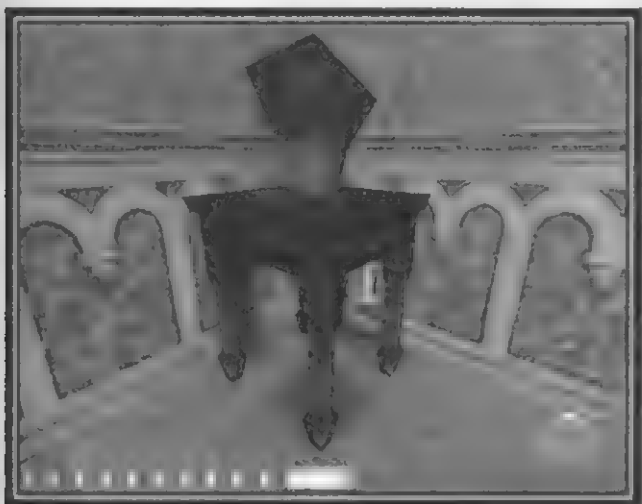


Fig. 5-10. In the third-floor bedroom there's a switch under a corner table.

A guard with another key patrols the parlor and the stairs to the third floor. He has a key on him. Crouch in the door and wait for him to march south again, then knock him out and take his key. Drop him in the shadows and head up the stairs (the two bedrooms off the parlor have no loot).

There's a suite of rooms at the top of the stairs. Go through the door to the west, which opens into a bedroom. Under the small table in the northeast corner is a switch. Crouch down to right-click it and a secret panel opens above the bed. Stand up to pull forth an expensive bracelet. Now look on the dresser to find a key.



Fig. 5-11. The tray near the gates.

Once you're through with the third floor, return to the second floor. Head toward the great hall. Open the doors with the key you took upstairs, then ready a flash bomb. There are three guards outside. Two are stationed just outside the double doors, and one patrols below.



TIP *It may be safer to wait to knock out these outside guards until you knock out the guards in the east wing.*

Save the game, because this move can be difficult to pull off. Wait for the patrolling guard to head into the distance, then step out onto the balcony and jump up and down until the guards stationed to either side notice you. Run back inside, turn, and, when they rush in, throw your flash bomb at their feet. Knock them out, take their keys, and drag them into the shadows. Now wait for the guard below to pass the doors, then move down the west ramp and knock him out from behind. Try to time it so he's near the end of the ramp when you run down, or he's liable to hear you. He too has a key, and it opens the main gates. In the middle of the sword in front of the gate is a tray with some cheese and a gold goblet and dish.

Head back inside and look at the right side of the fireplace mantle. Climb up and look to the right. There is a tiny, tiny hole in which you can see something gold. Take it—you've just achieved an unlisted objective, and now you have two wedding rings for Basso and Jennivere.

The East Wing



Fig. 5-12. Hide in the shadows near the stairs.

Once those guards are sleeping in the shadows, head into the second floor of the east wing. It's better lit and better patrolled than the west wing, so you must move with care. The first door is to the room you already looted courtesy of the dumbwaiter, and there's no point in going

inside now. Dash past it and open the second door. Quickly douse the lamp inside, then wait in the dark doorway with your blackjack. Before too long a guard wanders down the hall. Sneak out behind him, knock him out, and drag him inside before the guard to the east spots you.

You've a final guard to worry about. He patrols the short hall in front of the stairs to the first floor. Lean out of the door so you can see him and wait for him to walk the other way, then head into the shadows by the windows and stay there until he comes toward you then once more heads the other way.

Now you can advance into the rooms at the end of the wing. The north bedroom has a goblet worth 50 gold pieces on a bedside table.

The south bedroom seems to be barren at first, but there's a goblet on the ledge below the ceiling to the right of the bed that's worth 50 gold.

Finally, there's a set of stairs to the south that leads up to the third floor. In a suite of rooms up here a diamond ring sits on the bedside table, and just north of the bedroom, in a table beside the couch, there's a bracelet.



Fig. 5-13. There's a goblet on the ledge in the south bedroom.

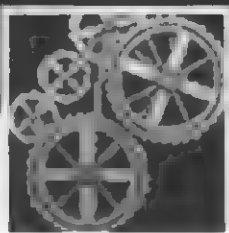


Fig. 5-14. Follow Basso back into the house.

Once you've finished looting the upper floors, return to Basso via the shortest route. The butler's key that you found first will open the door at the bottom of the east stairs and get you to him a lot faster than retracing your steps would. Basso doesn't hear all that well, so you have to get

pretty close to the front of the house to summon him. You know it works when your objective checks off onscreen and Basso turns toward you.

Basso finally hears you and heads in toward Jenni's room via the route he marked. All you have to do is accompany them back out, because you've knocked out almost every guard in the whole place. Basso opens Jenni's door, and they run to freedom. Go with them, and the mission is complete.



Shipping and Receiving



WASN'T THAT LONG AGO THAT I WAS PLANNING ON MY RETIREMENT. NOW THE ONLY THING THAT'S GETTING RETIRED IS MY STANDARDS.

Mission Summary

With business slow thanks to Sheriff Truart, Garrett's short on cash and can't afford to pay his rent. His best option is to head to the docks, where there are few guards, plenty of shadows, and lots of well-stocked warehouses. A smuggling operation might yield some additional profits.

Garrett must break into the main office of building A, where there's a Mechanist device that opens each of building A's warehouse bay doors. There's enough loot in the bays and offices to fill Garrett's needs, but some valuable spice being unloaded from a ship along the docks is also worth a look.

Obstacles: The warehouse guards. Stick to the shadows. Knock out as many as you can: the fewer guards that are wandering about, the less chance there is for discovery.

Supplies: While there are a few torches for which you'll need water arrows, you need to have moss arrows more than anything else. The loot tip tells you where the best loot can be found, but the following pages do that, so you can save your money.

Objectives

Normal

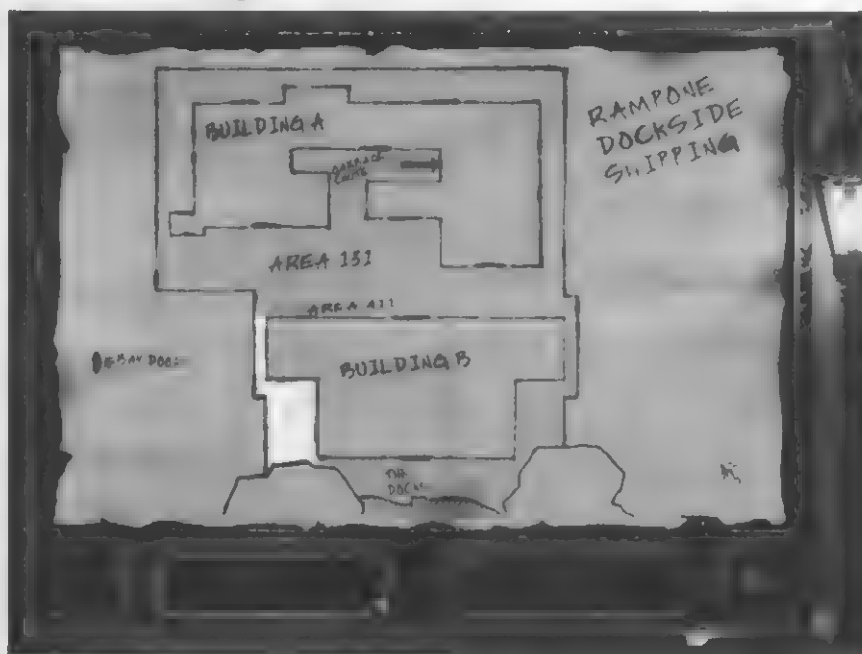
- Break into the main office of building A.
- Steal 500 loot.
- Get back to the crate where you started.

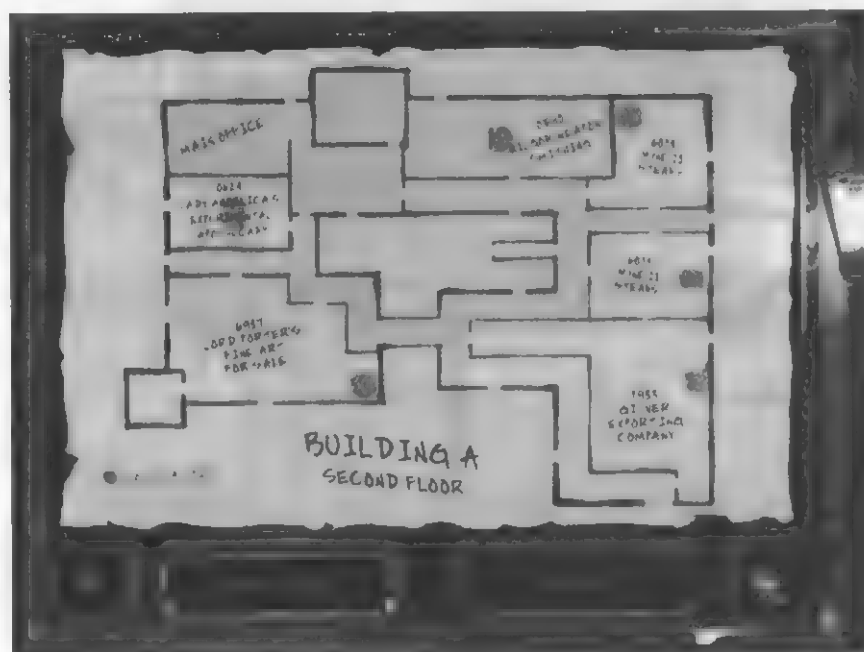
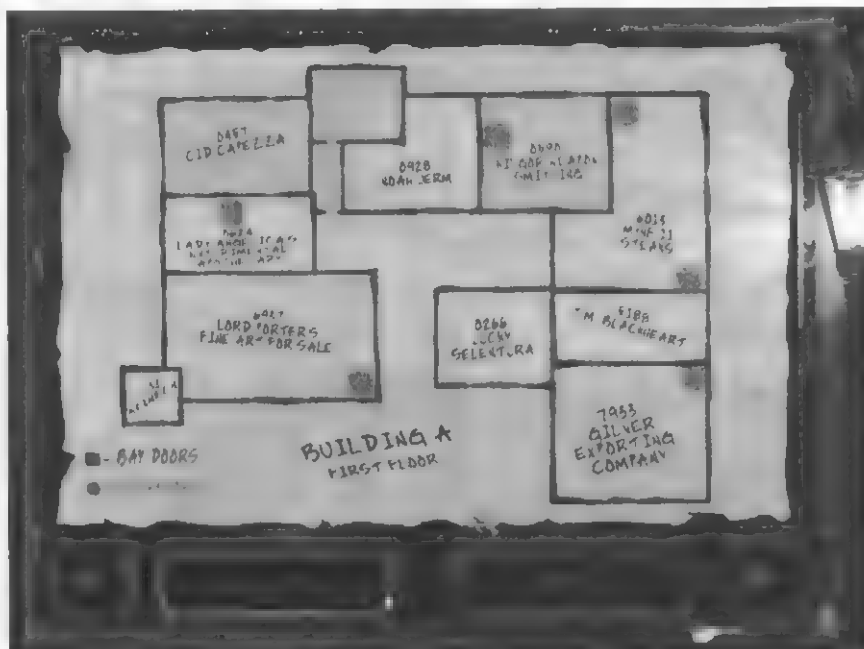
Hard

- Find a shipping label and redirect Gilver's big shipment.
- Steal 650 loot.
- Don't kill any innocents (warehouse workers).
- Get back to the crate where you started.

Expert

- Find a shipping label and redirect Gilver's big shipment.
- Find 5 bags of spice.
- Steal 850 worth of loot.
- Don't kill anyone.
- Get back to the crate where you started.

Building A



When the mission starts you're atop a crate in the northwest corner of building A. One guard stands near the main entrance at the north and another walks back and forth in front. Naturally this isn't the way you need to go in.



Fig. 6-1. As the mission begins, you're on top of a crate.

First, jump down diagonally toward the stacked crates, then pull yourself up on the lowest of them and drop to the ground. Start moving south.

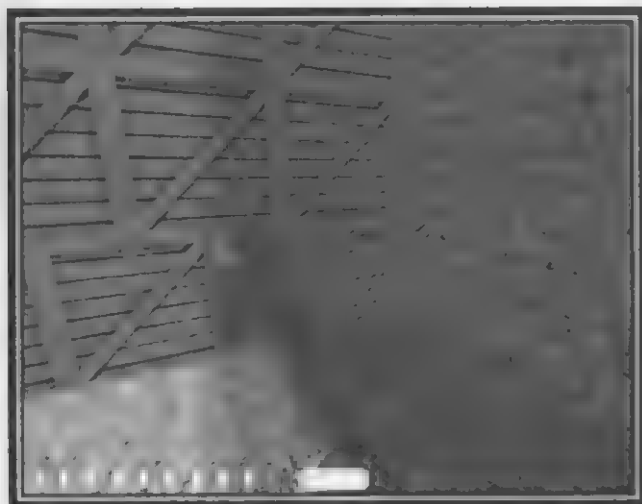


Fig. 6-2. Crouch down to move through the gap in the boxes.

There's a gap near the bottom of the stack of crates nearest you. Crouch and head on through. If you've moved quickly, you're liable to spot your first guard on patrol on the other side. Ready your blackjack, knock him out and, drop him in the

shadows. Nearby is a warehouse door with a number emblazoned above it. These numbers will be important shortly. Immediately to the left of where you come through is a crate you can right-click to open to snag three flares and a small statue.

Near the warehouse is a little shed with a door. You won't be able to open it yet, but take note. This is the first of three of these sheds placed around the perimeter of building A.



Fig. 6-4. An archer stands sentry while a swordsman patrols west to east.

When you turn west you spot more guards. One walks back and forth along the back of building A. Another keeps vigil by the corner that leads to the back entrance. Use the shadows to sneak up from behind and knock both of them out.



Note *Keep your eyes sharp. There are other guards patrolling the perimeter of Building A and there's no telling when they might turn up. Stick to the shadows. If you get the chance, knock them out.*

Once these guards are dreaming in some dark corner, head to the back entrance. You arrive in time to hear an archer guard talking with a laborer named Dante, and they're both complaining about the way the factories are stinking up the town. Stick to the shadows and blackjack them when you can, then keep an eye sharp for a guard who patrols in and out of the stairwell inside.

At the top of the stairs a door leads into the main office, where the key to building A sits on a counter. Unfortunately, when you're playing in Expert mode there's also a guard standing here! He changes the way he faces every few moments, so plan on opening the door, sneaking through at a crouch, then hanging in the shadows and watching him until you get a chance to take him out. Naturally you should pick up the key after you do so.



Fig. 6-5. You need this key.

Two regular guards and an archer patrol the second floor, and often make their way through this office. Find a dark shadow in one of the hallways to hide in until each passes by, then knock them out and drag them into the darkness.

Head through the opening to the left of the main office counter. The first door is a metal one—ignore it. All the metal doors lead to the catwalks that surround the second floor. Go instead to the wooden door. A placard beside it reads Vice President Rampone. Walk into his office.



Fig. 6-6. The office of Vice President Rampone.

Before you do anything else, advance cautiously around the corner, where Vice President Rampone sits at his desk, working on some paperwork. Knock him out. There's nothing you need on the bookshelves, but on a table nearby is a gold goblet. The weekly financial

report sits on Rampone's desk. Take a gander if you want, then leave the office.

Around the corner is the mail room for the tenants and another door. A cash box sits above the mail. Right-click to nab it for yourself. Peruse the mail if you wish. Some of it makes for entertaining reading. You learn that one

tenant, Lucky Selentura, is about to be evicted. Tenant Noah Jerm has received a small shipment of rare crystals that sounds promising. The elevator to Lord Porter's second floor is broken, which is important to note.

The Warehouse Bays



Fig. 6-7. Press the keypad to open the warehouse bay door that you need.

The door next to the mail room houses the main warehouse bay door opening device. Use it, or the other three keypad locks outside, to open any of the bay doors, which are detailed in the following section. (The key that opens those sheds is resting above the control panel.) Simply enter the number of the warehouse bay door on the keypad here or in any of the sheds, and the warehouse door will open.

The warehouse bays are listed by number starting in the northwest corner and working around the building.



Caution. Stay alert when you're on the east and west sides of building A because archer guards patrol the catwalk on both the east and west sides! It's smart to avoid them too, then to take them out.

Bay 0624

A shelf stands against the far wall of this bay, and it holds a healing potion, a slow fall potion, and an invisibility potion.

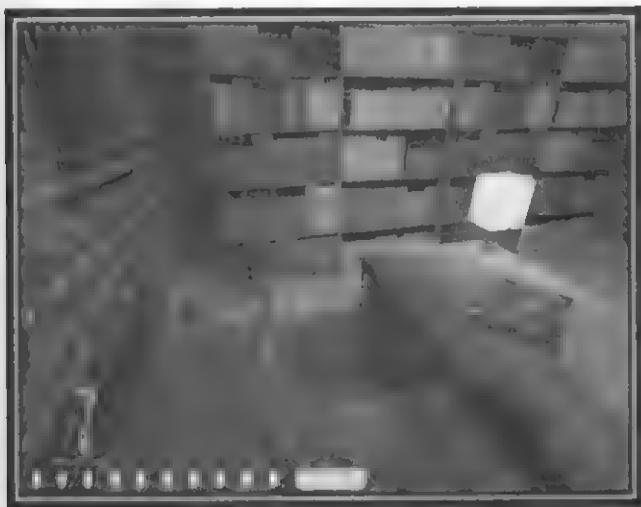
Bay 7732

Fig. 6-8. The accountant's office. The label you need is lying on the desk.

This is the office of accountant E.B. Bramrich. On the desk is the label you're looking for and a book detailing the state of his shipping industry.

Bay 6937

Fig. 6-9. A fine-arts collection—and your biggest haul.

This is by far the warehouse with the most loot. On the shelves behind the counter are two moss arrows and three small statues worth some gold. If you crouch low, you can see another statue under the counter and a cash box with gold.

Around the corner inside the warehouse is a hall of paintings. The one at the far end has a placard that reads "Let thine arrow fly into mine crystal eye." Step back and shoot a regular old broadhead arrow into the crystal the woman in the painting holds. Lo and behold, when you do so the painting opens, revealing a safe. Inside is another statue.

Walk over to the elevator and look up. If you aim a broadhead arrow carefully you can hit the button to send the elevator to your level. Once it descends, select the control button to send you to the second floor.



Fig. 6-10. A cash box, and a letter.

You arrive in another warehouse bay. A wooden door in one corner opens into a bedroom. On top of and beneath the bedside table are some goods, and on the cash box atop the desk is 50 more gold.

Bay 0928

This is the warehouse closest to the office and the location of the Addonizio crystals you read about in the mail. One sits on top of the shelf, accessible via the stairs, and the other rests on a lower shelf. There are some gold spectacles atop a piece of paper in the office at the top of the stairs.

Bay 0266

These are the digs of Lucky Selentura, who's about to be evicted. Looks like he was running a gambling ring out of his warehouse. Ten gold pieces sit on the table. In the room in the right corner is a gold candlestick by the bed.



Note South of Lucky's warehouse, two laborers discuss the arrival of the smuggler's ship carrying spices. Don't creep too close to them, or they run in different directions, shouting for help. Wait until the woman departs, then knock out the man and leave him in the shadows.

There's a cashbox hidden on top of the shelves to the north, and inside it is the key that opens the safe near his bed. The best way to get to the cashbox is to take a running jump to climb the dividing wall to the west, then climb from it to the shelves. It may take a few tries, so be patient. Some lucky gold dice are hidden in the safe.



Fig. 6-11. Lucky's card table.

Bay 7933



Fig. 6-12. Step on the platform and click the top button to ride the elevator to the next floor.

This is Gilver's office, and the big box near the entrance is the one to which you need to affix the label you brought from the accountant's office. Just select the label and right-click it over the box, and the box and all its

contents will go to your fence. You've completed your first objective.

A journal on the desk in the office at the top of the stairs details the company's shipping woes. Behind a wall tapestry in the same office is a gem

worth 100 gold pieces! Step on the elevator platform in the corner of the warehouse. Right-click the top button of the control panel beside it and ride it to the top. Most of the second floor is loaded with shipping crates. If you climb up onto them and work your way to the back you can spot two chests you can lockpick, and both contain gold. Along a set of shelves is a collection of snazzy plates that are all worth picking up.

Bay 5188

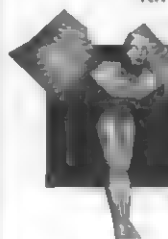
This warehouse looks like a recording studio, of all things. There's a strange mechanical lock that you can't pick guarding the door, but some fool's left the gear that opens it on the right side above the control panel. Inside the sound room is a silver flute and a valuable recording (the cylindrical thing).

Bay 6013

This is the home base for Mynell steaks, maker of the best steaks in the city, and Garrett is hoping to find the secret Mynell recipe. What he finds instead is a cage holding a giant spider. Three smaller spiders frolic near some boxes.

Run to the boxes and climb up, then shoot the tiny spiders with broad-head arrows and collect the statue near their corpses.

There's a gem in the cage with the giant spider. Shoot through the bars to kill it, then open the gate and grab the loot.



Note *If you're playing on normal, the key to the safe is in a cashbox in the cage with the giant spider.*

The south elevator in the room leads up to a room where there are some dead spiders held in storage—one smaller spider hides on a shelf up top. There doesn't seem to be anything else in here but some deer legs kept on ice near the spider corpses, but if you press the button on the wall by the door, a key drops down. Pick it up.

The only way out is to scale to the top of the room and up through one of the vents that opened up top when you pressed the button. Once you're on top, crouch low and drop back outside the meat locker.

The north elevator contains a safe with the Mynell secret recipe, and you need the key from the meat locker to get it. Not that you'd ever want to use it yourself. Yuck.

Bay 0590

The swiftest way to the last two bays is right outside the front north door. Remember, though, that there's a guard in front of it and another walking back and forth. You need to knock both out or approach from the other direction. It's best to sneak around outside the building and knock out the pacing guard before you open the doors and take the door guard out from behind.

In front of bay 0590 a merchant waits for his Hammerite customer. They have an interesting exchange of viewpoints, then head inside. Go ahead and venture into the next warehouse bay, then return here.

Hidden snugly among the crates in the corner is a chest containing a golden hammer. On the second floor, on a shelf, are a number of broadhead arrows and one noisemaker arrow.

Bay 0457

Within the Mechanists' warehouse is a strange metal man. Take a good look, because you'll want to know what to avoid if you should see one moving in later missions. Over on the shelf to the left are two more gems. There is a flare and some scouting orbs on the shelves, and a water arrow hidden in the empty stone tub in the corner.



Fig. 6-13. A metal statue? Or is this something more ominous . . .

Across from the Mechanists' warehouse bay is another small crate you can open with a single flare. It's on the west side of the crates on the north wall.

Building B

Return to the second floor of Building A, and refer to your map. You want to take the south hall, which leads to the foot of some stairs.

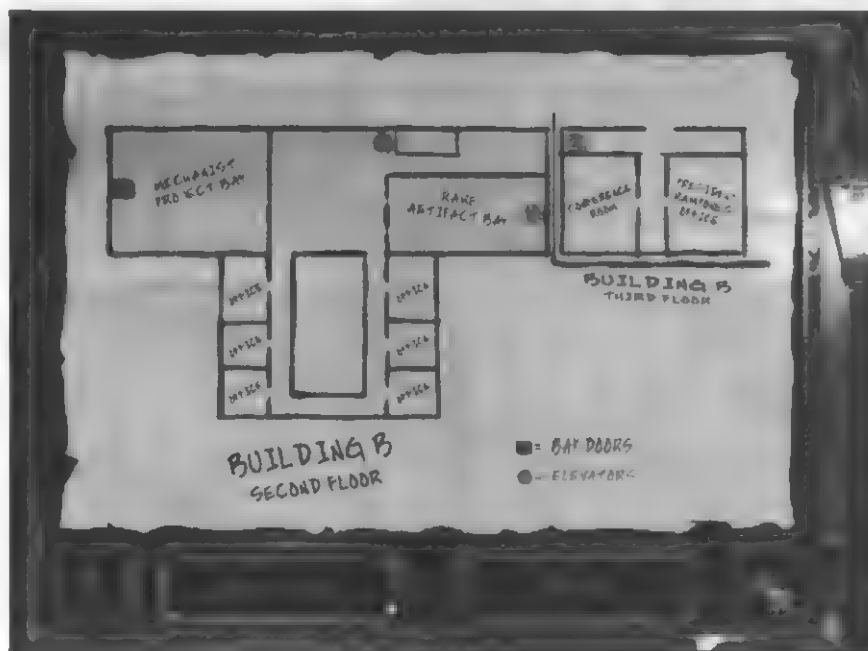
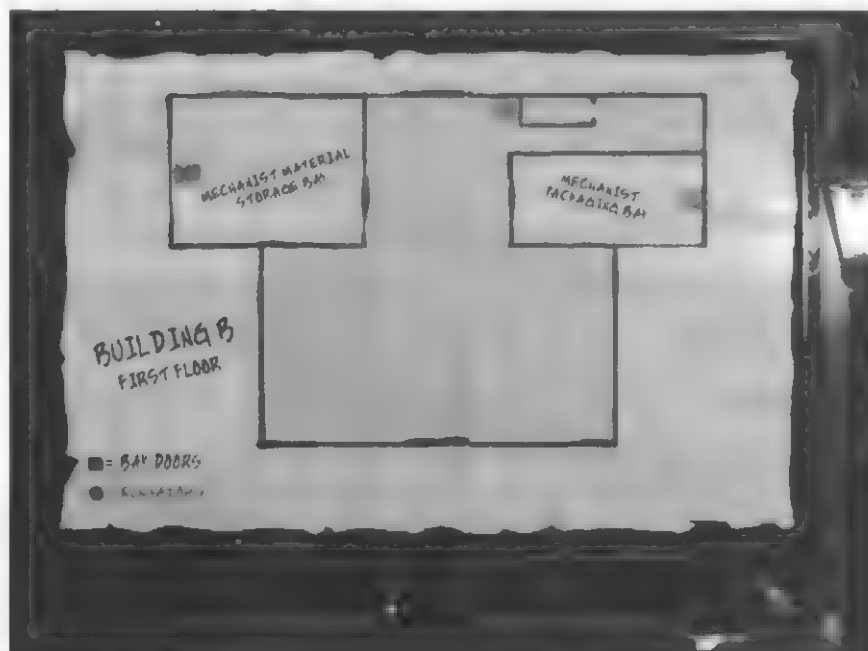




Fig. 6-14. If you haven't dealt with the guard yet, hide in the shadows on the stairs. If he's unconscious, head on up.

Note Another guard patrols up here, so watch your step and keep to the shadows. As with the other guards in the warehouse, it's probably best if you can knock him out.

At the top of the stairs is a drop to your left, an elevator to your right, and a dead end straight ahead. A bizarre golden head hangs from the ceiling—a device installed by the Mechanists, and the first electric eye you encounter. You can't shut it off, but you can make it virtually useless by dousing the lamp to either side of it. This plunges the hall into darkness and makes you virtually invisible while you open the doors at the hall's end. The door on the right opens on an empty conference room (empty save for a few coins on the table!). The one on the left opens on President Rampone's office..

The President's Office

Inside is a desk with a ledger, wherein the president has written that all of building B has been handed over to the Mechanists. Though he is being well paid by the Mechanists, Rampone can't help feeling that he doesn't have much of a say about what happens on his own property anymore. More important to you immediately, though, is the bookcase. Look carefully near its left end and a book becomes obvious as a trigger mechanism. Right-click

it. A hidden door opens onto a room with a candlestick worth 50 gold. If you've followed the walkthrough, you've met your second objective and accumulated more than 850 gold. Now you need only find the spice and get back out without killing anyone.



Fig. 6-15. With just a quick look, a professional thief like Garrett can spot the book that triggers the secret door.

Leave the president's office the way you came and return to the stairs you saw earlier. Take them to the second floor and merge into the shadows. Two guards patrol here. Take them out as they patrol, and be sure to remove the building B key from the guard with the sword. There's nothing to nab in the second floor rooms, so walk through the door to the southwest and out the steel door in the same room. Turn south, where there's a skylight.



Caution A guard patrols the stairwell, so watch your step and keep that blackjack at the ready.

Head to the end and take a look at the fellows walking back and forth from the ship into the warehouse. Smugglers! Now go to the skylight closest to the ship and smash it open with your sword. Fire a moss arrow onto the crate below and drop through.



Fig. 6-16. The smugglers are unloading their cargo.

You land atop a box in the warehouse, and the odds are that the smugglers will hear you despite your moss. Go ahead and fire some more moss on the chests in front of you, where you must climb momentarily. You can't open the chest immediately in front of you yet, but there's

a chest on the left. By taking a running leap from the crate just below the one you landed on you can snag the edge of the crate, pull yourself up, and move over to the chest. You must use your lockpicks to open it. Inside is a rope arrow.

Note There's an empty room at the bottom of the stairs, and if you look at its ceiling you can spot a hole there. Save the game before you try this next bit because if you mess up you have to retrace your steps to get the rope arrow again. Fire the rope arrow into the east side of the hole's rim, and clamber up. You have to hit the rim a little way up its side or you won't be able to make the climb. Once you do, you arrive at a secret room with two chests. One chest contains an invisibility potion, the other a scouting orb.

Drop down from the crates and head for the orange door. The key to building B opens it, but wait a moment before leaving.

There are a number of guards to deal with near the docks. Two patrol the buildings perimeter (one on the west and one on the east) and the other stands sentry at the entrance to the cargo hold. You can sneak up behind him by opening the small door he stands to the left of, courtesy of the key you got from the warehouse bay. Taking out the other guard is a matter of waiting for him to move into the shadows and then hitting him from behind.



Fig. 6-17. Wait until the guard moves into the shadows, then thump him from behind.



Tip Don't miss out on the Mechanist's artifact storage bay. Enter the northernmost office on the west side of the second floor, where there are levers that open the bays. There are some nice goodies tucked away in the artifact bay.

The Spice

Once the two guards are out of the way, turn your attention to the two smugglers walking back and forth between the dock and the warehouse. You have to sneak up on them carefully, as they're more wary. Wait for them to enter the warehouse; one will slightly precede the other. Now you can knock them out one by one. Don't bother dragging one out of the way before assaulting the next. When they're both unconscious, drag them into the shadows and make sure to take the key carried by one of them. This key not only opens the office on the southwest corner of the second floor and the crate within it, but also it opens the crate beneath the skylight you smashed open. You can get to the crate by walking around the building, but to access the second floor you must travel by the elevator or stairs, in the northeast corner of the building.

The key opens Davidson's office, and it opens the crate within Davidson's office, as well as the crate on the first floor. There's one bag of spice in each crate.

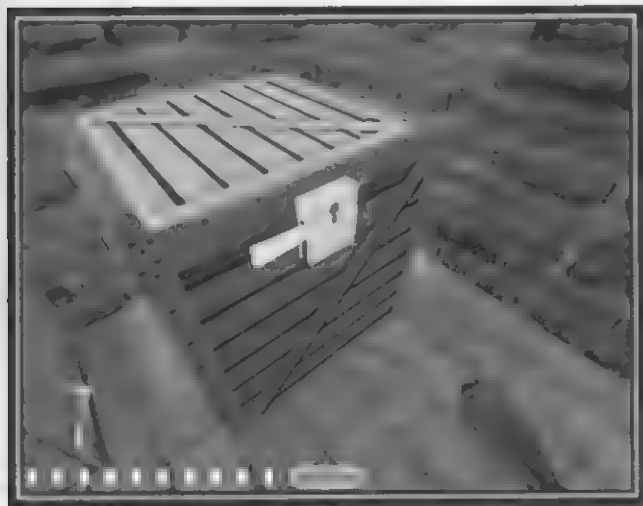


Fig. 6-18. The crate in Davidson's office.

You can find more spice by smashing the skylight to the northeast and dropping near another chest, and smashing through the middle skylight on the west side. The chest hidden there has a flare and an invisibility potion as well.

You still must deal with the archer guarding the ship.

Creep close to the ship and crouch low, then extinguish the torches on the dock. If you have any moss arrows left, use them on the dock. If not, crouch low and creep up slowly—the ship's noisy enough that he may not hear you coming. Knock him out and take the spice bag at his belt.

The crate on the deck has another bag of spice, along with two nasty spiders, some apples, and a cucumber. It's easiest to finish off the spiders by stepping back and shooting them with arrows. Walk to the aft portion of the ship, where a door leads to the captain's quarters.

The captain's quarters has the captain's log and, more to the point, a candlestick worth 25 gold. If you slash the captain's banners in the corner, you find a chest hidden behind both, and they contain gold.

Dash up to the poop deck, select the telescope, then spin the wheel, and return to the captain's cabin. A crate there has opened up, and there's another spice bag inside.

Once you have the spice, you've met all of your objectives. Head back to the crate where you started, climb up to it, and you're through! On to the next mission.

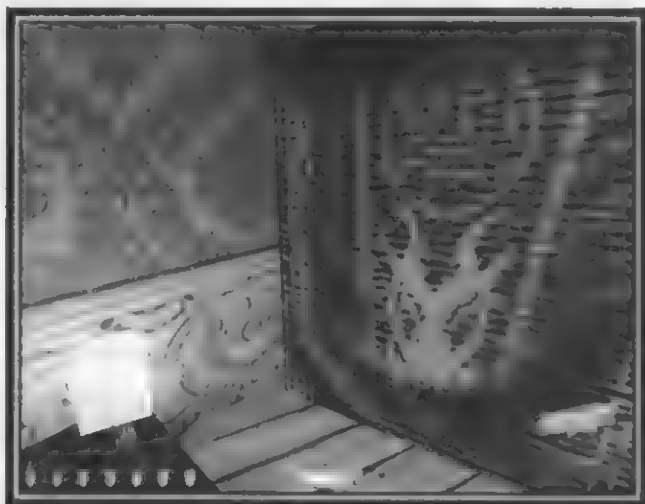
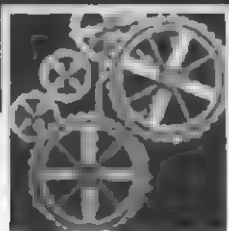


Fig. 6-20. Ahoy, 'tis the captain's quarters, matey.

7



Framed



I REALIZE THAT BREAKING INTO SHOALSGATE IS LIKE LOOKING DOWN A BURRICK'S MOUTH WITH A LIT MATCH, BUT IT WOULD PAY ME ENOUGH TO LAY LOW FOR A WHILE, AND IT DOESN'T HURT TO BE GIVING THE POLICE SOME DIRTY LAUNDRY TO DEAL WITH EITHER.

Mission Summary

Garrett's been hired to make things difficult for a Lieutenant Hagen, Sheriff Truart's number two man. He's to break into Shoalsgate station, headquarters of the city watch, and frame Hagen for robbing the evidence vault.

Obstacles: Lots and lots of guards, and a few electric eyes.

Supplies: You need water arrows, moss arrows, and invisibility potions, if you can afford them. Fortunately, plenty of all three are hidden in Shoalsgate itself.

Objectives

Normal

- Don't KO or kill more than five guards.
- Obtain an item of evidence (handkerchief) useful for framing the lieutenant.
- Leave the evidence (handkerchief) in the third-floor vault room.
- Steal the strongbox (money box) and leave it in the lieutenant's room.
- Escape from Shoalsgate.

Hard

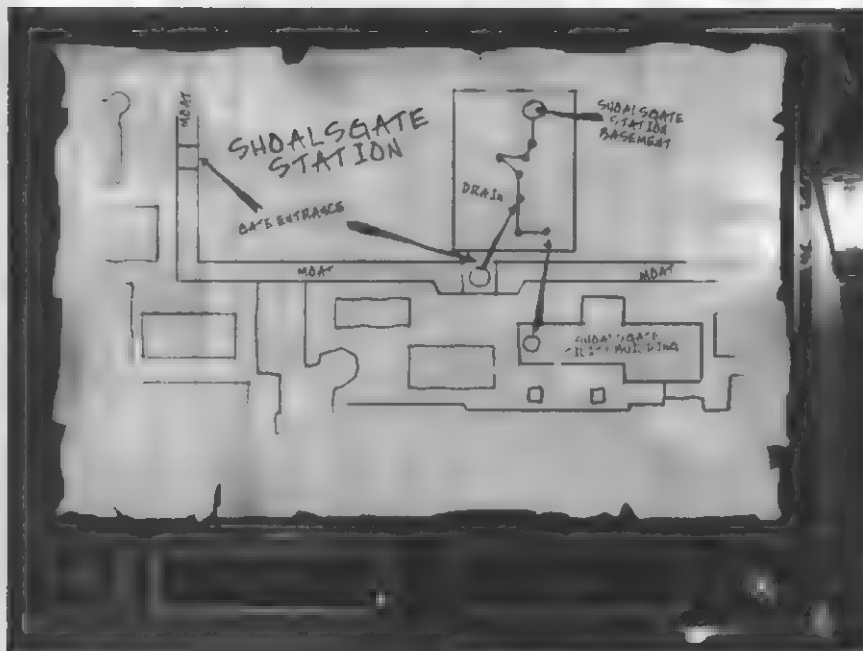
- Don't let the guards sound the alarm.
- Don't KO or kill more than two guards.
- Obtain an item of evidence (handkerchief) useful for framing the lieutenant.

- Leave the evidence (handkerchief) in the third-floor vault room.
- Steal the strongbox (money box) and leave it in the lieutenant's room.
- Escape from Shoalsgate.

Expert

- Don't let the guards sound the alarm.
- Don't KO or kill anyone.
- Obtain an item of evidence (handkerchief) useful for framing the lieutenant.
- Leave the evidence (handkerchief) in the third-floor vault room.
- Steal the strongbox (money box) and leave it in the lieutenant's room.
- Escape from Shoalsgate.

The Way In



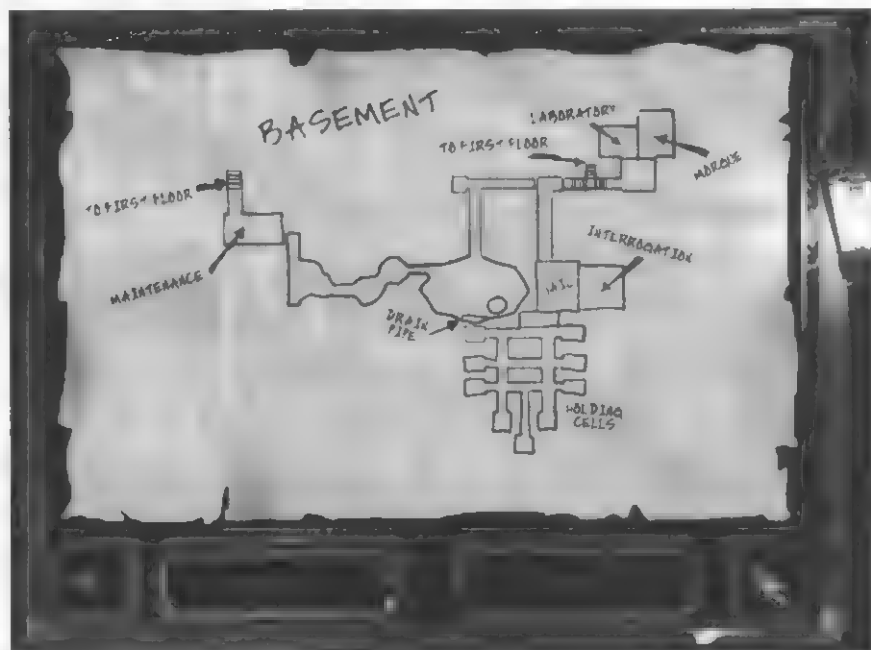


Fig. 7-1. Loot outside if you will, but this is the way in.

The mission begins in a quiet square. While you're not really after cash, there's nothing wrong with grabbing a little extra loot. The empty officer's club to your west can be picked open with a square lockpick. A cash box on the counter contains 25 in gold, and a

gold bottle behind the bar is worth 50. In the trash to the south of the tavern are two water arrows. Once you're through, leave the bar and head to the building with the metal door.

Pick the door with the lockpicks and go inside. Over on the right is a lever that opens a furnace door. You don't want to climb in there!

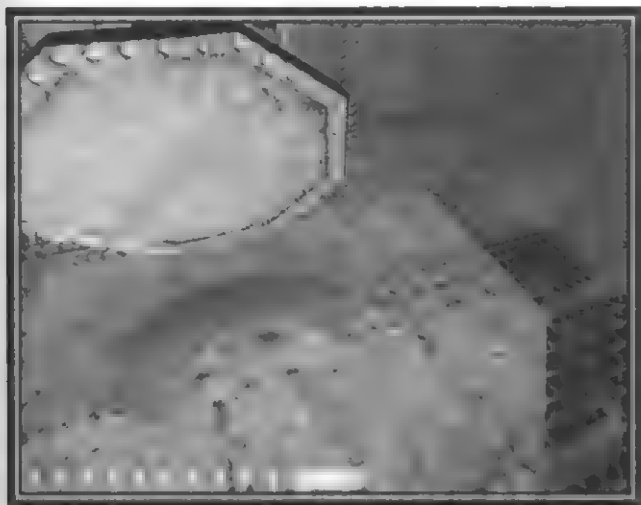


Fig. 7-2. Open the hatch and drop inside.

Grab the air potion (there is no air potion on Expert) and open the hatch by selecting the wheeled lever, then climb up and drop inside. Swim down and east. You come to an underwater chamber with a pipe leading north. Surface to gulp all the air you can,

because you need it. Swim north. Pretty soon a drain appears below you. Right-click it and swim down.

Swim north through another pipe. Before you run out of air bubbles you reach another tank, and you can surface to gulp air again. Continue on, swimming in the tunnel to the west. You arrive at another tank. Now head west toward the water that looks slightly green. Once there, turn north through the pipe to another chamber, then north again.

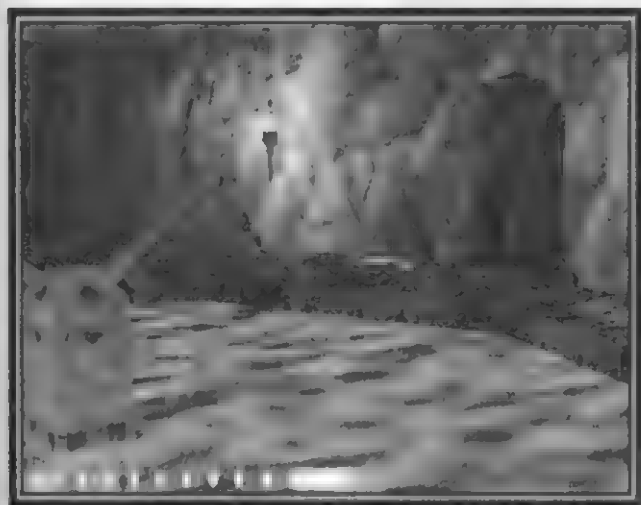


Fig. 7-3. Three rats scurry away as you pull yourself out of the water.

You come out of the water in a large pool. Swim to the side, pull yourself up, and hurry through the rock opening framed by two torches. A set of planks stretches ahead over three pools of water. There are two water arrows in the first pool

and one in the second pool. In the last pool there is a small statue worth 15 gold. Don't worry—there's nothing else in the water, and it's easy to pull yourself up on the planks after you drop down.



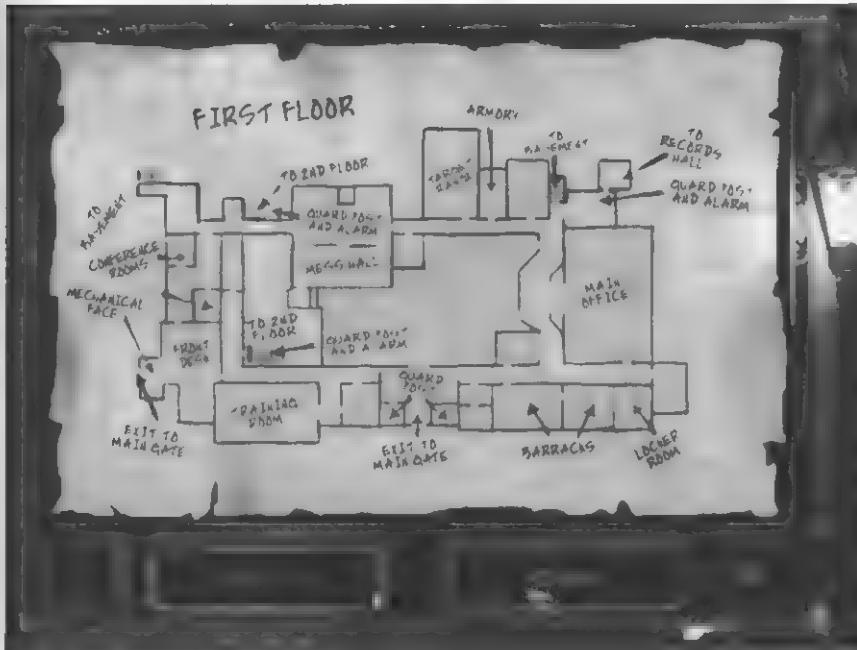
Fig. 7-4. A secret door slides open if you twist the torch bracket.

Follow the planks. Eventually you come to what looks like a dead end. It's not. Examine the unlit torch bracket and right-click it. A secret panel opens. Head on through.

You emerge into a maintenance area. Shut the door by right-clicking on a nearby lever, and start up the stairs in the room. When you get near the top you'll see a door in the east wall. Crouch in the doorway for a moment until you're sure the guard patrolling the hallway outside is far away, then sneak out and open the door immediately to your right (south).



Fig. 7-5. The interrogation rooms.



You arrive at the conference rooms. Plenty of dark shadows make it easy to stay hidden as you move your way south. Grab the eyeglasses in the first room on your right. Duck down as you pass the conference room. A woman there is complaining about her servant, Jennivere, who seems to be missing. Head through the door to the south, keeping low.

You emerge into the room that's the main entrance. From time to time a guard walks in through the door to the southeast, but if you move swiftly and stay in the shadows you will be safe. A memo on the desk holds a dire note for the Pagans—apparently Truart sees them as a threat and plans to move against them soon. The watercooler in the corner next to the desk has six water arrows.

That metal desk in the center of the room controls the alarms. Go over there and right-click the lever to turn them off. Click the other switch to open the main gate. Crouch low and press the button beneath the controls. It opens a secret panel on the floor beneath. Right-click to open it. Scoop up the 100 gold pieces.



Fig. 7-6. The central alarm switch and the main gate control.

either east or west. You want to go east. Before too long you come to a dead end. Right-click a switch on the wall in front of you to open another secret door.

You stand facing east. Close the secret door by right-clicking the torch bracket, then move to the east door. The one south leads to the cells, where you can catch some amusing banter between a guard and a prisoner but nothing you need.



Fig. 7-7. You will find nothing inside the laboratory.

Beyond the door, crouch to move up the stairs. You can either descend stairs to the east or climb stairs to the north. Head east first. The morgue and laboratory are down here. There are 100 gold pieces beside one body, and a coroner's report next to it says that the cause of death was being a pagan.

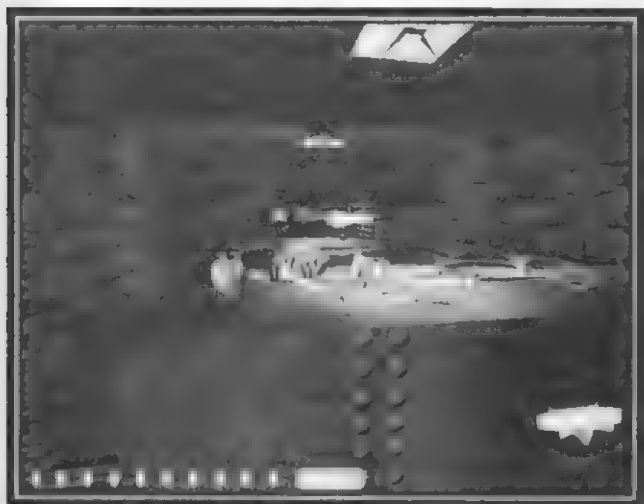


Fig. 7-8. Two bodies lie in the morgue.

When you start up the north steps, stay low and move slowly, because a guard with good hearing is stationed nearby. Extinguish the torches with water arrows as you go. Crouch low and open the door at the top. Two guards patrol the halls; one walks north-south, the

other east-west—but both of them have a long way to walk, and there's plenty of time to move past them. Extinguish the torch glowing in the patrolled hallway, then move forward.

Look east. A solitary guard stands in the room here. Take out the torch on the east wall near him, then creep around the edges of the room to take his key. Now creep back out. Wait until both patrolling guards start away from you, then follow the one heading west, keeping to the shadows. When he moves through the door, follow him. Don't bother with the lineup door or the door to the armory. Instead, try the third door to the north, which opens onto the target range.

Once inside the target range, head to the targets and look at the one on the right. Nock one of your broadhead arrows to your bow and aim for the bull's-eye. The moment you hit it, a secret door opens onto the armory. By all means, look at the armory. It has some water arrows and other goodies.

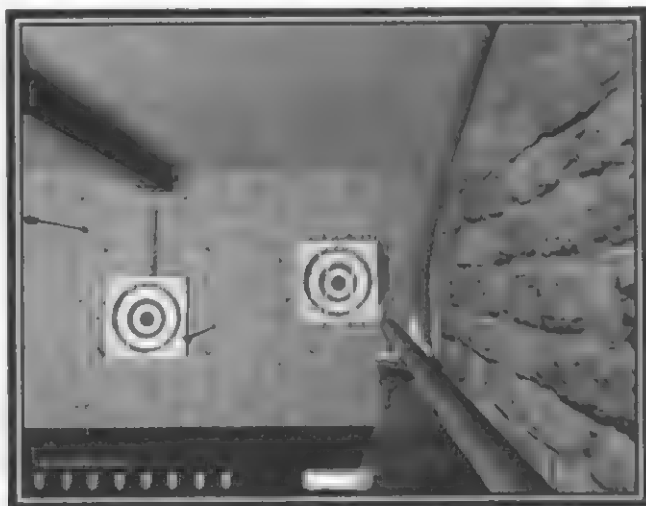


Fig. 7-9. The button on the bull's-eye opens a secret door.

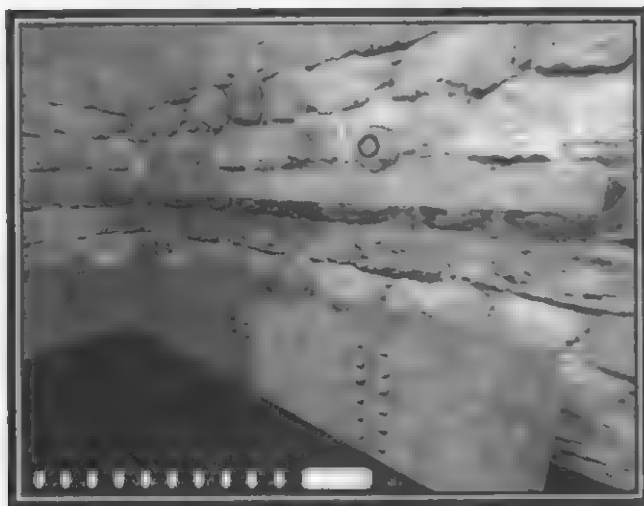


Fig. 7-10. The armory's loaded with goodies.

When you've snatched all of these goodies, open the door by pressing the button next to the metal door, then wait for the guard to head west. Sneak out into the other hallway and hide in the shadows until the north-south guard heads south. Follow him.

To your east are some arches, and through them is the main office area. If you stay low and move while the guard is at one end of the hall or another, you can investigate the desks and snag a water arrow resting on top of one them. A ledger you can read details the arrest of a Pagan sympathizer; another ledger concerns criminal mischief.



Fig. 7-12. Open the lockers to find more supplies.

The lockers hoard all sorts of goodies, and you can take your time exploring them because the guards don't patrol through here.

When you're through, exit via the door to the west. The next two rooms contain bunks for the guards, and there is a little treasure in the

chests at the foot of each bed: one moss arrow, one flash bomb, and one flare. Exit through the western door. To your south a door leads to the privies. Ordinarily you wouldn't want to be poking around a men's restroom, but in the sink across from them is one water arrow. You need it.

The door north of the door to the toilets opens onto a hallway. Two guards patrol here, so wait for them to head east, then extinguish the torch burning across the hall. Then dart out the double doors to your west.

You emerge in a courtyard. Take out the torches burning on the west wall in front of the double doors there and move on across. Open the doors. A guard patrols the hallway ahead of you—she's the same guard who rounds into the room where you shut off the alarm. Wait for her to move west, then head past the door to your south and into the short hallway west of it.

Your destination is the training room. There's little here of interest, except a scone you can tug on in the little storage hallway on the room's west side. As soon as you right-click the scone you hear something move, though you see nothing. Fire a rope arrow into the wooden rafter beside the north balcony and climb up. On the balcony's west side a secret tunnel has opened. Crouch to move into it, then shut it on the other side.



Fig. 7-13 . The training room. Head west to the storage hallway.

Follow the secret passage. On a wall within it is another switch. Right-click it and another secret panel slides aside. A fire looms beyond the panel. Extinguish it with a water arrow, then crawl inside.

Believe it or not, you're in the fireplace inside Sheriff Truart's office. A gold vase on the mantel is worth grabbing. On Truart's desk is an appointment book, as well as a journal detailing his concerns over Lt. Mosely's mishandling of some Pagan incident and his reluctance to assign the less-promising Lt. Hagen to the case. There's also a letter in his trash from Lt. Hagen complaining about the Warden Affairs Division and the strange way that evidence against these wardens mysteriously disappears.

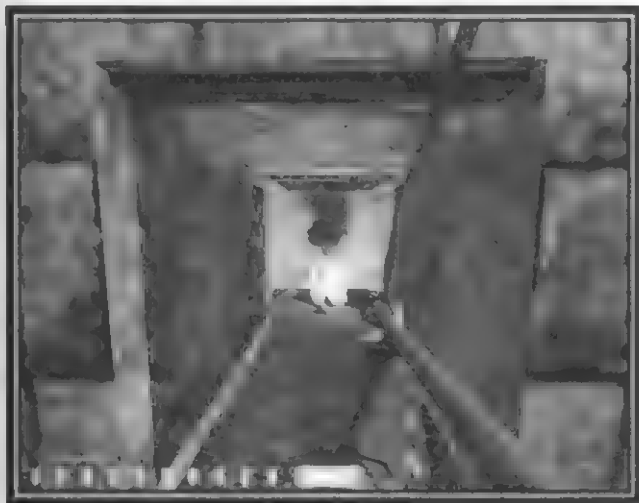


Fig. 7-14. Put out the fire before crawling into the hearth.



Fig. 7-15. Two guards patrol the halls outside the sheriff's office.

Move over to the sheriff's door. You must use your square lockpick to open the door, and once you do there are two guards you must worry about. One patrols north-south, the other east-west. Your job is to shut down all of the lamps

burning in the hall in both directions, and these kinds of lamps require more direct hits, so aim carefully. You should also shoot moss arrows to land on the wooden areas between carpets.

Once the lamps are doused, wait until the east-west guard heads east and the north-south guard has just turned north, then follow the north-south guard. You need to break into the offices of both Lt. Hagen and Lt. Mosely. Fortunately, with the torches out, you can stay out of sight by crouching in their doorways, but you still need to move as quickly as possible.



Fig. 7-16. Grab the key on the desk in Lt. Mosely's room.

The key on the desk inside Lt. Mosely's room opens the outer vault door. Beside Mosely's plant are two moss arrows and two water arrows. She also has a journal you can peruse detailing her plant woes and her displeasure with the current regime. A letter in her trash from Truart instructs her to fire the guard in charge of the evidence vault and to redouble her efforts to handle the Pagans.



Fig. 7-17. Lt. Hagen's room.

Lt. Hagen has a handkerchief on his desk—the evidence you need. In his trash is a letter from the sheriff responding to Hagen's message about the Warden Affairs Division. Hagen writes in his journal about his devotion to the sheriff.

Once you have what you need here you can look in the other upstairs rooms if you want by using the key you got from the guard downstairs—just be sure to keep to the shadows, to crouch while you walk, and to use moss arrows to muffle your steps. If you read the journals in each room you start to get the impression that Mosely knows what she's doing and that Hagen's a chowderhead. You also get the impression that maybe Truart isn't on the up-and-up. Who's he really working for? The note in the Vice office indicates that Madame Volari, whose name you saw in Truart's appointment book, is under investigation by Mosely.

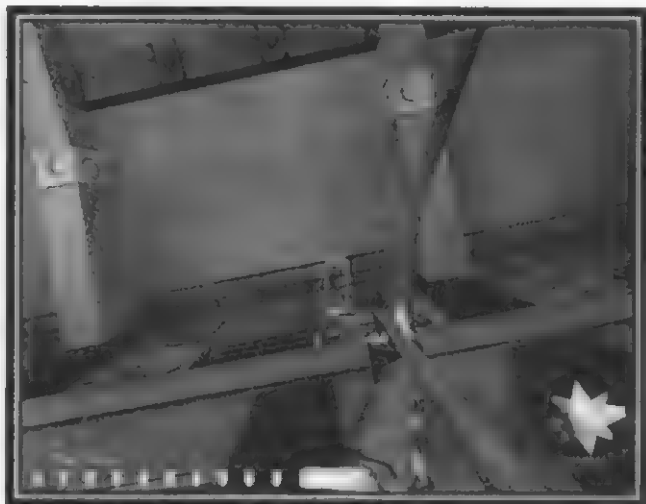


Fig. 7-18. Right-click the lever hidden on the pillar.

Return to the main office area where there's a lever hidden near the grille just under the ceiling on the room's east side, near the middle. Fire a rope arrow at the wood beam above the grille, then climb up and right-click the lever. The grille slides aside. If your arrow stuck in the beam so that you're facing the middle of the grille, you can jump into the opening beyond. There's a switch that shuts the secret door behind you, and a ladder leading up.

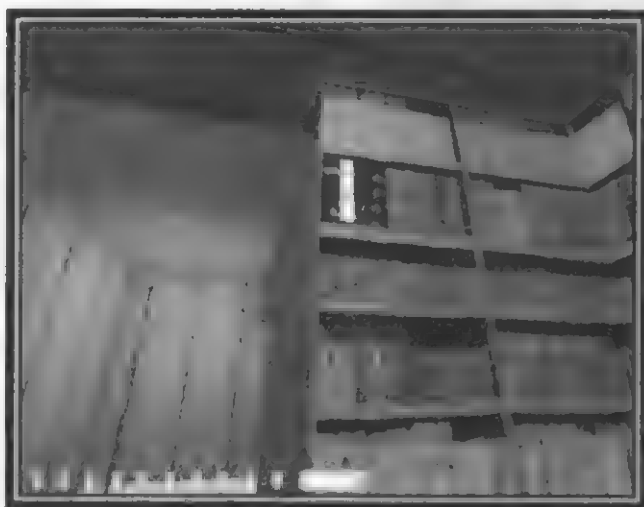


Fig. 7-19. Close the secret door by right-clicking on the white book.

You arrive at a secret entrance to the record vaults. Right-click the switch on the left and you emerge into the records area. None of these are the ones you want. On the bookshelf beside the secret opening, though (on the southwest

wall), is a book that you can touch to close the opening. Do so.

Head north. You come to a short hallway. At the end of it a door leads to the stairs and the guard from whom you stole the key a few minutes before. You want the door on the west wall. The key you took from Lt. Mosely's quarters opens it.

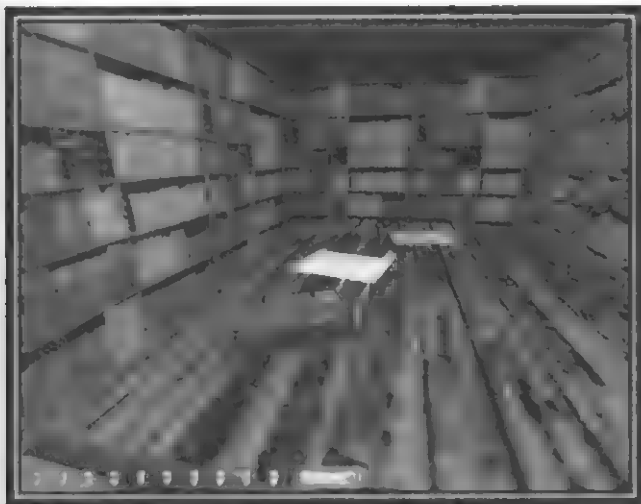


Fig. 7-20. The code you need is in the book on the table.

Inside, two letters and a book rest on a table. The book lists the code number needed for opening the vault: 4026. One letter mentions Lady van Vernon and a plan to blackmail her because of her, uh, unseemly activities. There's also a note about a criminal named Mani

Rammstein. Now head back to Sheriff Truart's office on the second floor.

As if it weren't challenging enough to sneak up the north-south hall, now you must head south toward Truart's office and down the east-west hall. (As challenging as this is, it's still simpler than sneaking past the guards at the top of the stairs on the third floor, which is the only other way to the vault.)

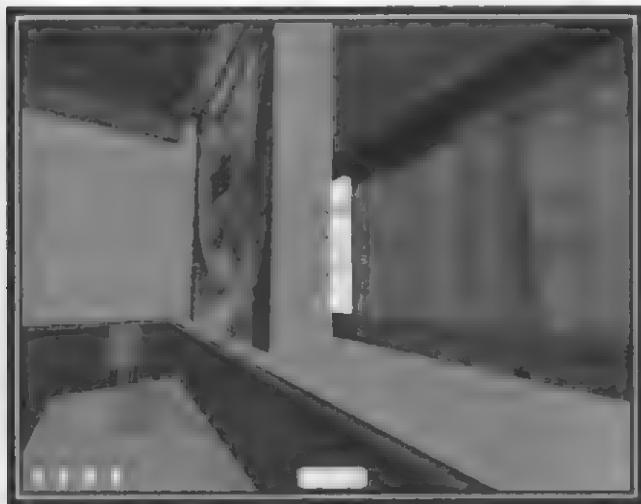


Fig. 7-21. Right-clicking the book opens a secret passage to the third floor.

Around the corner at the end of the east-west hall is a door that opens on the Warden Affairs Division. And in this room is a secret passage. A journal on a desk suggests there may be another way to the third floor. Sure enough, if you

right-click a white book beside the banner, another secret passage opens. Climb inside, right-click the lever to close the passage, and head up the ladder. Right-click the switch here, and you can crawl into a room on the third floor.

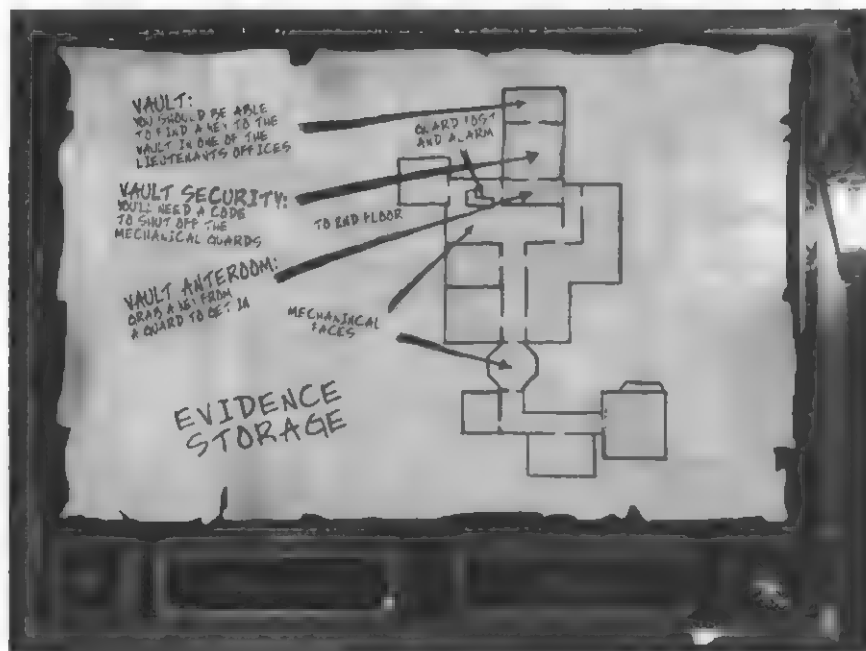


Fig. 7-22. Extinguish the torch and wait for the guard.

This room is lined with bookshelves and has but a single door. Open it and wait for the guard—grab his key. He has a long patrol route, and it takes him a long time to come back through here. Wait until he starts away, then follow him at a safe distance, dimming torches as you go. Make sure you save one water arrow for a torch outside the vault.

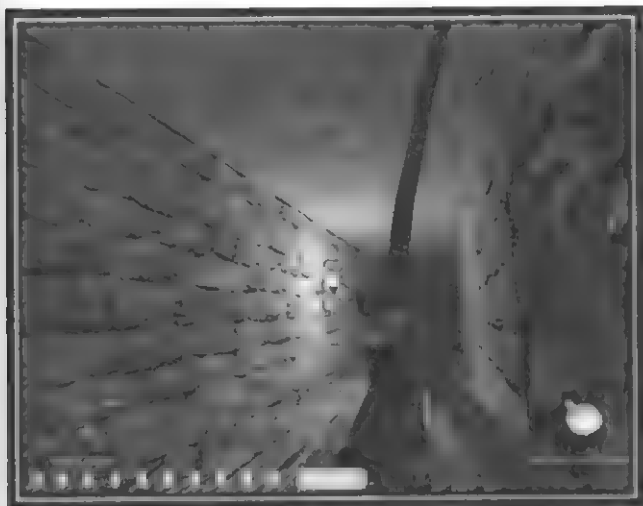


Fig. 7-23. Once past the room with the electric eye, hide in the shadows and extinguish another lamp.

This hallway leads to a small room with an electric eye. Now you can put one of those invisibility potions to good use. If you have some water arrows left, use one on the lamp. If not, quaff the potion, open and dash

through the north door, then crouch in the shadows until you're sure the guards are out of your range. Extinguish any nearby torches, then head through the door on the east side.

You have reached a complex of rooms that winds north. In the northernmost room a door opens onto a hallway across from the vault. Wait for the guard to move past, then extinguish the torch across the hall (and grab the guard's key if you haven't already). Now fire moss arrows to cover your footfalls and use the key you got from the guard on the vault door. Open it and sneak inside. Close the door and stay low.



Fig. 7-24. Key in the code numbers to open the vault door.

A keypad is next to the vault door. Enter the numbers you learned from the records room: 4026. The vault door opens. Now get Lt. Mosely's key ready. There's an electric eye hanging from the middle of the room. Wait until it's facing to your left, then dash across, open that vault door, and head in. Close the inner vault door behind you.



Fig. 7-25. A king's ransom lines the shelves. Don't forget about the electric eye. Wait until it's facing the other direction. When you exit the outer vault door, close it by pressing any number on the keypad.

Tip Don't forget that there's a key to release items. The default key is [r], but you may have changed that option during your initial setup.

Drop the evidence, get the strongbox, and (why not?) help yourself to the goodies inside. Head back to the second floor the way you came, and be sure to drop off the strongbox in Lt. Hagen's room.

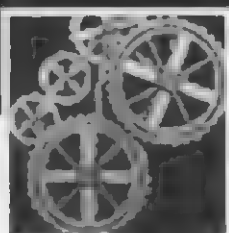
Work your way down to the first floor and the main entrance, on the west. (You may need to dip into your stock of invisibility potions to get past the pair of guards—otherwise just be sneaky and wait for a good moment.) When you can get into the room where you shut off the alarm, do so, then head out through the double doors, and the doors beyond them. There's an opening to the west guarded by an electric eye. If you've got an invisibility or speed potion, chug it and run. Otherwise, just run! Congratulations! The level is complete.



Fig. 7-26. The final exit.



8



Ambush



**SEEMS LIKE THE CONSEQUENCES OF MY
OCCUPATION HAVE FINALLY CAUGHT UP
WITH ME.**

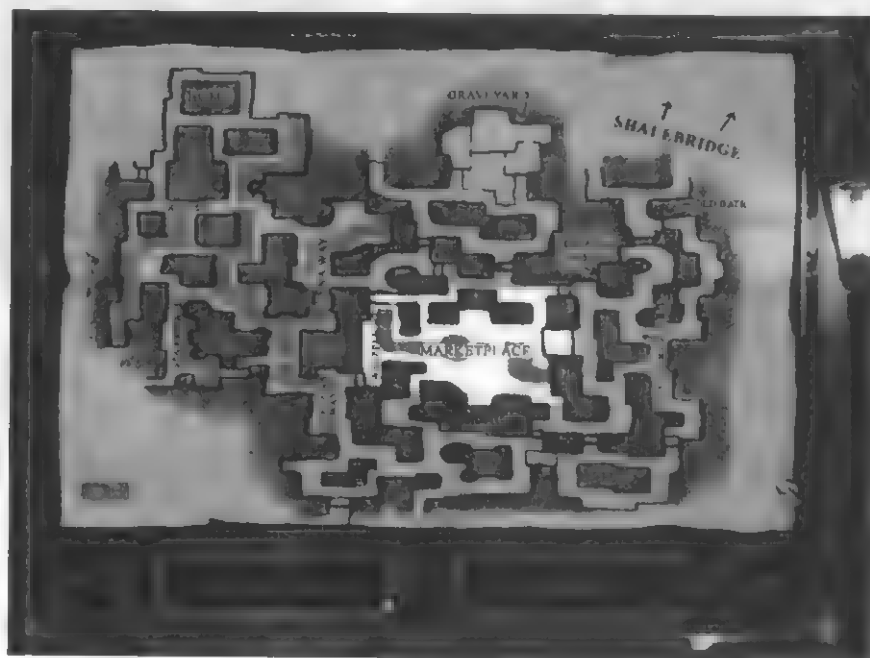
Mission Summary

When Garrett showed up for a meeting at the Crippled Burrick Pub, some of the city guards were waiting for him, and they were out for blood. Garrett escaped, but now he needs to get back to his home and past the hordes of guards out there on patrol.

Once he gets home, Garrett finds it well guarded. His only hope is to sneak inside, get the key to Shalebridge from his hidden closet compartment, and hightail it out to the northeast corner of the city.

Obstacles: Guards, guards, and more guards!

Supplies: Unfortunately, you don't have any to choose from this time. All you get are the ones on your back at the start of the mission.



Objectives

Normal and Hard

- Escape the ambush and return to your home in the northwest.
- Sneak into your home and get the gate key from the secret compartment in your bedroom closet.
- Proceed to Shalebridge, in the northeast.

Expert

- Escape the ambush and return to your home in the northwest.
- Sneak into your home and get the gate key from the secret compartment in your bedroom closet.
- Proceed to Shalebridge, in the northeast.
- Kill no one.

On the Run

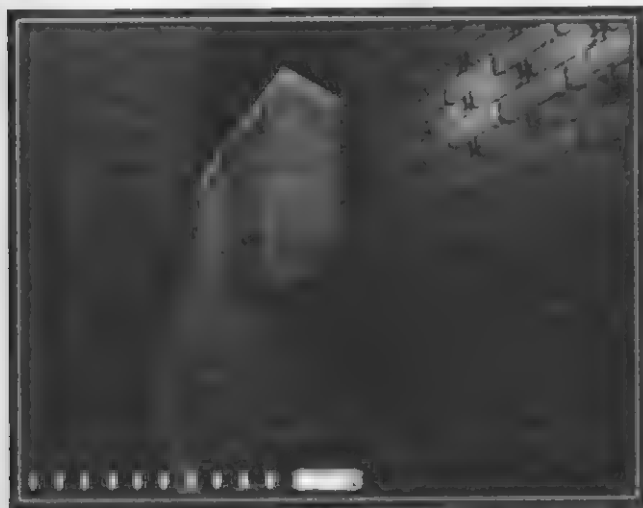


Fig. 8-1. Dash up the steps as soon as the mission starts.

When the mission begins, Garrett is crouching on the back steps of the Crippled Burrick Pub. There are few shadows to hide in here, and guards are coming around the corner. Your objective is survival, and it doesn't hurt to be seen from time to time if you can stay alive. The

moment the mission starts, dash up the stairs before the guards get close, then run west and dart into the street to the north.



Fig. 8-2. Take a running jump and pull yourself up onto this wall.

The city guards have this whole area sealed off, and the only good way out is to take a running jump for the wall. It's a difficult jump and may take a few tries, so don't give up. You should try to slip past the female peasants before they alert the guards.

Once you pull yourself up you arrive at a small garden. You will find water and moss arrows hidden in the garden. Use a water arrow on the torch, then look north and open the metal door there. Head on inside, closing it behind you.



Fig. 8-3. Take out the torch from the open window.

Sneak down the passage you've entered until you arrive at an open window. A torch hangs on a wall in the distance. Take it out with a water arrow, stow your bow, then crouch to move through the window and drop to the ground. Run for the darkness you just made by taking out

the torch. You may hurt yourself in the fall, but it won't kill you. You can worry about your injuries later.



Fig. 8-4. The marketplace at night.

Once you're safe in the shadows where the torch was, look at your map. You have arrived at the southeast corner of the marketplace. Hug the south wall and run west; exit to the southwest.

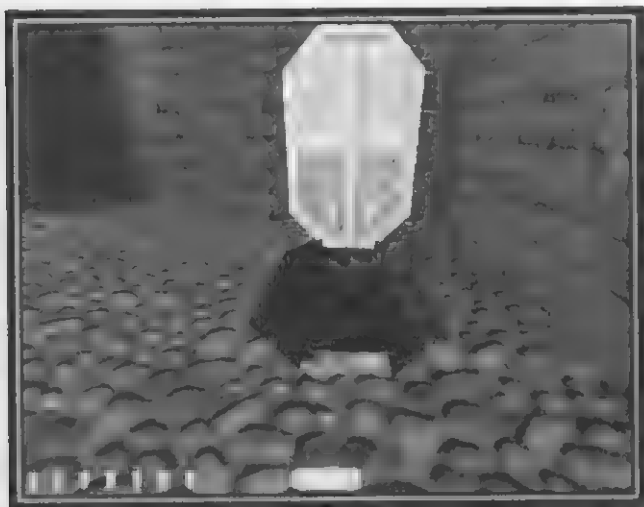


Fig 8-5. Open the manhole cover and climb inside.

The street winds, but before too long you spot a manhole cover. This is your ticket home. Crouch low to open it, then climb inside, closing it behind you before descending the ladder. Follow the sewer to where it empties into the channel that runs through the city,

then hop in and start swimming. You'll be heading north, and then the channel turns west.



Fig. 8-6. Climb out of the water near the lamppost.

Unfortunately, the only place to get out of the water is right under the lamppost. Swim over there, haul yourself out of the water, and run north into the shadows. There's a dark alley you can hide in if a guard spots you, but you eventually need to find the first road west and duck into it. It winds around beside the water channel and may seem confusing, but it isn't if you simply head north at the first available road—not the water, but nice, dry cobblestones. You find yourself in some very dark shadows and can catch your breath for a moment.

Keep heading north whenever you can. If the road turns, just stay with it, but if you come to an intersection, always take the path north. Before too long you reach a spot where two guards are wandering back and forth over an incline in the road. Follow them at a respectable distance.

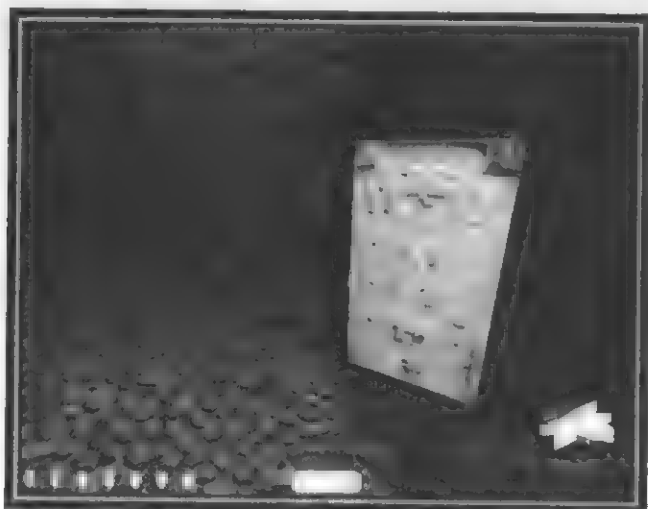


Fig. 8-7. When you see this metal door on your right you know you're almost home.

There's a nice alley to hide in just west of the incline. Wait there until the guards start back past you going the other way, then head north again. You're nearly home. Before too long you pass a lamppost, a closed gate to the west, and

a metal door to the east. Keep heading north. At the next intersection you see some lights.



east into the alley behind your apartment building. Sneak around to the building's east side, then look east, where a torch burns in front of the building next door.



Fig. 8-8. The old homestead.

Things are worse than you thought. Two guards stand in front of your apartment house. The back way's out of question, because a guard waits at the second-floor window. There's also a guard in the alcove just outside your room. Don't give up hope, though. Once again, head north, then turn

Fig. 8-9. Make some shadows with a well-placed arrow.

Extinguish that torch and head over to hide in those shadows. Across the street south of where the torch was is the corner of a brick building. Dash across the street and follow that building to the south. There are wooden double doors set into its east side. Open one and sneak inside the building. Be sure to close it behind you.



Fig. 8-10. Open the door and sneak into the building.

It's very well lit inside, but don't let that bother you. Head over to the torch burning to the west side, then open the door there and sneak carefully up the stairs beyond. At the top of the stairs, past a door, is a room that looks out on your window shutters.



Fig. 8-11. Climb onto the sill and get ready to jump.


You may want to save your game before you make this jump, it can be a little tricky. Step out onto the windowsill and make a running jump for the ledge outside your window. Fortunately for you, your shutters open inward. Drop into your apartment and

head to the closed door, the one to the north. Don't open the other door, because a guard stands right outside it.

Your closet seems empty, but if you right-click the hanger on the far left, you open a hidden compartment. Within it lies a stash of items including a large number of various arrows and potions, and most importantly, the key to the Shalebridge gate.

Return to the windowsill. You can jump back across the way and head down the stairs to a door in the west wall or simply drop from the windowsill and run west, right past the guards! Whatever you choose to do, retrace your

steps, including the swim, so that you end up back at the manhole cover. You might well be chased all the way back to the water.



Caution climbing back into the sill can be tricky. If it doesn't work, you must knock out the guards. There's one outside the bedroom door that patrols back and forth, so listen for his steps to decide before you step out and whomp him. Douse the torch and turn out the lights in your apartment then take out the other guard patrolling the hall. The guard at the entrance to the building has his back turned, and as long as you're quiet, is pretty easy to take down.



Fig. 8-12. Right-click on the far left hanger.

Shalebridge

Once you climb out of the manhole cover, return to the marketplace, again hugging the south wall, but head east this time. When you arrive back at the torch you shot out from the window, peek east around the corner. Two guards patrol this section of road, and you want to wait until they've started back north before moving forward.



Fig. 8-13. Peer around the corner. Beyond the lamppost and the gate is a wooden door—your goal.

door, then follow the stairs to the top and snag the key on a table there. Return to the hall with the torches, extinguish them, then open the door and wait for the guards to move past again. Once they do, run north, veering east at the first intersection.



Fig. 8-14. Race past the manhole cover and shoot the torch with a water arrow.

Here you arrive at another manhole cover. Ignore it and extinguish the torch in front of the wooden gates. Open one door with the key you just found. Pause a moment to make sure you're not in sight of the two guards that patrol north and south here. Head north, through a dark tunnel.

CAUTION If you make too much noise here, one of the two guards patrolling to the south posts himself in the dark tunnel, and then you're out of luck. You might as well just restart at the last save point or try a mad sprint through the streets for the gate. It's just barely possible to make it if you're lucky and bug-baiting potions at your run.



Fig. 8-15. Beware the trio of guards.

Three more guards patrol the area east-west, on the other side of the tunnel, and one is armed with a bow. Wait in the shadows until the three guards start back west, then dash north again, to the wooden door.

Pick it with your square lockpick, then your triangular

lockpick, then your square lockpick. You find yourself at the bottom of a stairwell. Get inside and close the door, then head up the stairs.

A wooden door is at the head of the stairs, and two torches flicker beyond it. Shut the door and extinguish them both. You can now look down on the street below. One guard stands sentry, and two units patrol back and forth. Use a moss arrow on the wooden scaffolding above the sentry, then wait for the patrol units to move out of sight and drop onto the moss, then to the ground (use moss again if it hasn't fallen there from the first moss arrow). Now dash north, into the shadows of the building there, and pick the metal door with your triangular lockpick. Go inside and close the door behind you.



Fig. 8-16. Extinguish both torches at the top of the stairs.

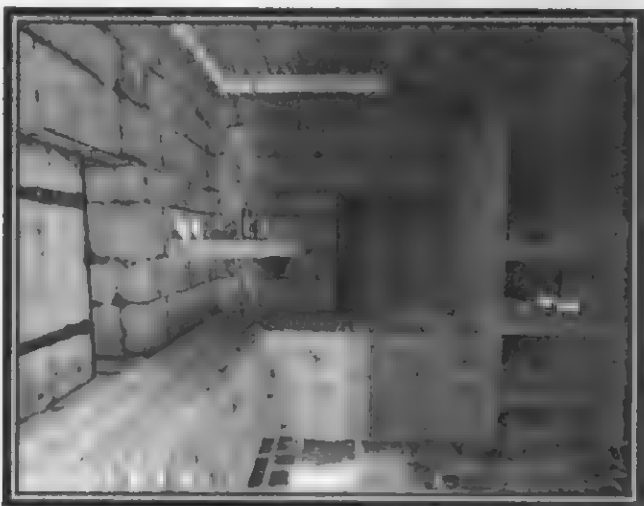


Fig. 8-17. The storeroom. Be sure to extinguish both the torch and the fire in the hearth.

You find yourself in a short hallway with one torch. Extinguish it. Beyond the door at the end of the hallway is a small storage room. Extinguish the torch and the fire, then look around. Near the fire are some shelves with two hunks of cheese, three loafs of bread, two cucumbers, and three apples. If you're low on health, have a snack. The items on the shelf near the shuttered window aren't valuable, so you should leave them alone.

Once you've extinguished the lights, open the shutters. You can see the guardsmen patrolling back and forth. Wait for them to head south, then jump up on the shelf, crouch, and crawl through the window.



Fig. 8-18. You've unlocked the gate! Run through and turn right and you're home free.

Now you need only dash north and west and you arrive at the Shalebridge gate. Have that key handy in case you're being chased! Key open the gate and run right, and the mission is complete.





Eavesdropping



**I KNOW THEY'RE TRYING TO MANIPULATE ME,
BUT KEEPERS NEVER ALTER THE TRUTH—THEY
JUST KEEP IT IN THE SHADOWS.**

Mission Summary

The Keepers have given Garrett a vital tip—if he heads to the Eastport Mechanists' seminary he can overhear an important meeting between the Mechanist leader, Karras, and Sheriff Truart.

Obstacles: Mechanist guards, mech-workers, mech-guards, and a haunt.

Supplies: You need to reserve four flash bombs for your fight with the ghosts. Next in priority are some moss arrows and an invisibility potion if you can afford it.

Objectives

Normal

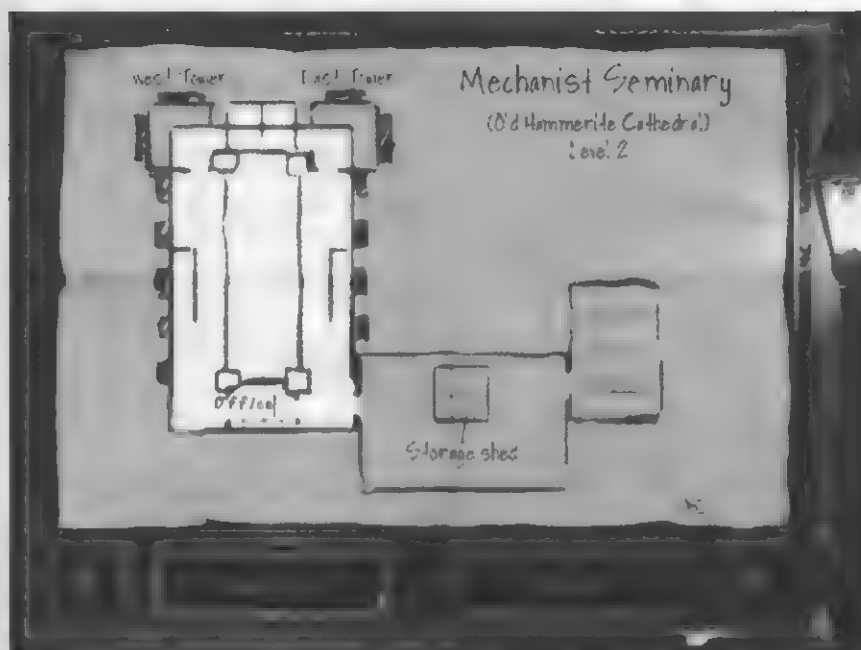
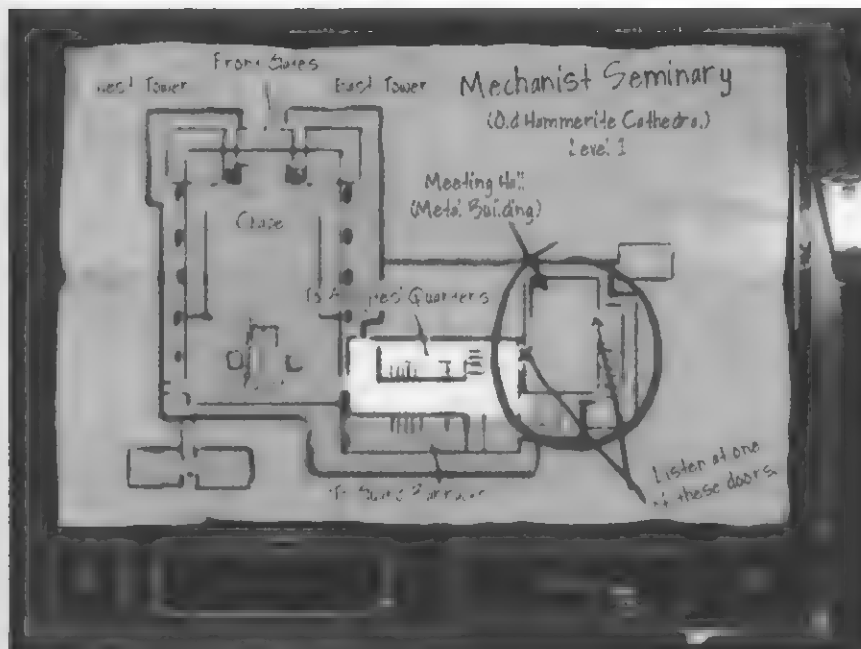
- Overhear the sheriff's conversation at midnight.
- Steal at least 800 worth of loot.
- Make a copy of the key and return the key to where you found it.

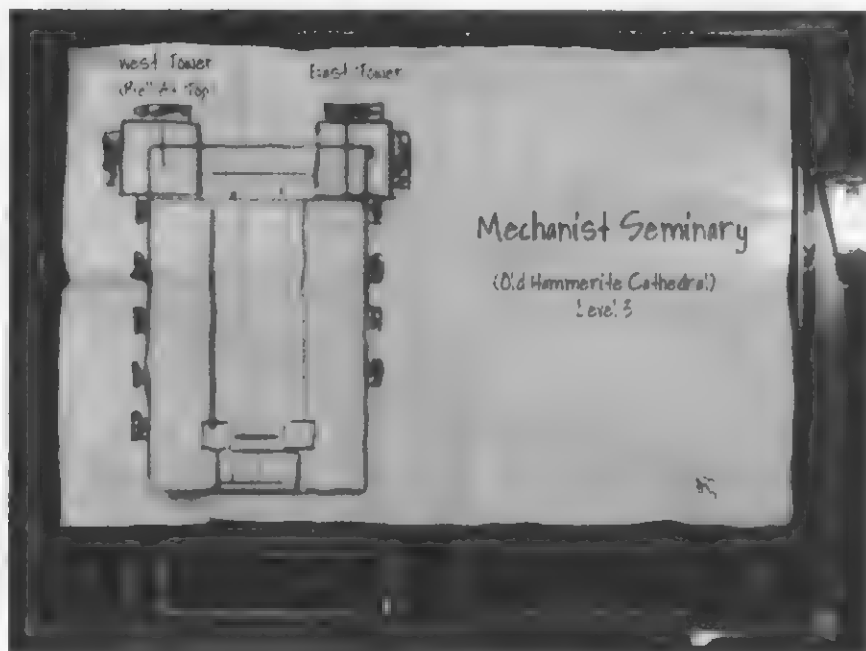
Hard

- Overhear the sheriff's conversation at midnight.
- Steal at least 1,000 worth of loot.
- Make a copy of the key and return the key to where you found it.
- Do not kill any innocent bystanders.

Expert

- Overhear the sheriff's conversation at midnight.
- Steal at least 1,200 worth of loot.
- Make a copy of the key and return the key to where you found it.
- Kill no one (haunts and mechs don't count).





The Meeting



Fig. 9-1. When the mission begins you face the main entrance to the Mechanists' seminary.

Look at your map before you do anything else. You want to leave the dark archway you start beneath and jog east. You've little time before midnight. Stay off the metal path, leaping over it when necessary. Jog beside the path and follow it south, to a metal door in a wall to the south.



Fig. 9-2. The door under the lantern leads to the chapel. You want the opening on the left.

Open the door, and you see a rectangular room with a door to the west and an opening to the east. Head east. Before long you see a gas light flaring beside a door on the southeast wall. Extinguish it quickly, before the guard enters the room.



Fig. 9-3. Extinguish the lantern on the southeast wall quickly, because a guard will walk through the door at any moment.

Once the room is dark, wait for the guard to walk by, knock him unconscious, then head for the door on the northeast side. The bells will begin to toll as you get close to the door, and once they

finish, the conversation will begin. By leaning close to it you can hear Truart and Karras talking. It turns out that Truart's been supplying Karras with beggars and thieves and others he terms "undesirables," and Karras is transforming them into what he calls "servants": obedient, mind-numbed workers. But it's more sinister than that; the servants can be transformed further into some sort of weapon, whereupon those standing next to them and the servants themselves turn to dust.

The eerie meeting concludes after Truart promises 20 more undesirables for Karras and then departs. Karras tells his fellow Mechanists that he's

recorded the sheriff's words on a wax cylinder that will be deposited in the bank on the morrow, in a safety deposit box, the key of which is in the catacombs. Garrett decides that the key's a good thing to have.



NOTE *The safety deposit box key's location is determined at random. Listen closely to what Karris says about its whereabouts near the end of Karris' speech, and the walkthrough will take you there shortly. It will be in one of these places:*

1. On the table in the third floor room of the west tower.
2. In the workroom outside the catacombs under a table.
3. In the office of the second floor of the church.
4. On the pulpit in the cathedral.
5. In the closet west of the pulpit.
6. In the shed atop the acolyte's quarters.
- 7 and 8. The guard's or acolyte's quarters—these are the rooms at the top of the stairs right across from the door you're eavesdropping at.

Looting the Mechanists

Key or no, you need a little spending cash, so head up the stairs to the south side of the room, taking the unconscious guard with you. You enter the quarters of the Mechanist guards. Drop the guard in a dark corner. Follow the stairs down to the lower level and grab the goblet in the corner. Now advance into the opening beneath the lantern to the east. Soon you see a small tunnel you can crawl north into. Do so. After a few steps you come to a drop-down, and to your west is a cash box worth 100 gold. Follow the tunnel out to come to the other guard room. Take the stairs up, where there are three gold goblets on a shelf. Leave through the door to the east—you can look down on the door you eavesdropped through just moments ago.



Fig. 9-4. There's a little treasure in the guards' quarters.



Fig. 9-5. A guard patrols the battlement.

Now exit the room through the southeast door (the guard you knocked out entered the room via this door). You can look out into the graveyard. Follow the outline of the building around to the west, then north, and you come to a ladder. Scale it. A guard patrols along the roof. Wait until she's patrolling to the east, then climb up and conceal yourself in the shadows. Knock her senseless and hide her in the shadows. Within a storage shed on the roof is some loot: a statue on a table, a wine bottle on a shelf, and a healing potion in the chest in the southeast corner. Just outside of the storage shed is a chest with some additional loot.

Now head to the southwest corner of the battlement, where there's a goblet. Grab it, then open the second-floor entrance to the temple, to the west. Listen once you open the door, for there's a single guard patrolling here. Wait for her to pass—you can hear her open another door—then rush in and knock her out.



Fig. 9-6. The best place to knock out the guard is in this little room at the south end of the second floor.

There's some loot in a chest in the first room, and nothing of importance in the room above.

When you come back down, grab another statue on a bookshelf just beyond this room, then head to the towers via the second floor doors. Be careful, though, because a guard stands sentry in the second floor of the east tower. Fortunately, she has her back turned, so you have but to move silently to knock her out. The third floor of both towers has a goblet on a table. On the second floor of the west tower lies a candlestick holder. There's a bag of loot on the table in the west tower's first floor. Descend to the east tower's first floor, and grab the gold in the chest.

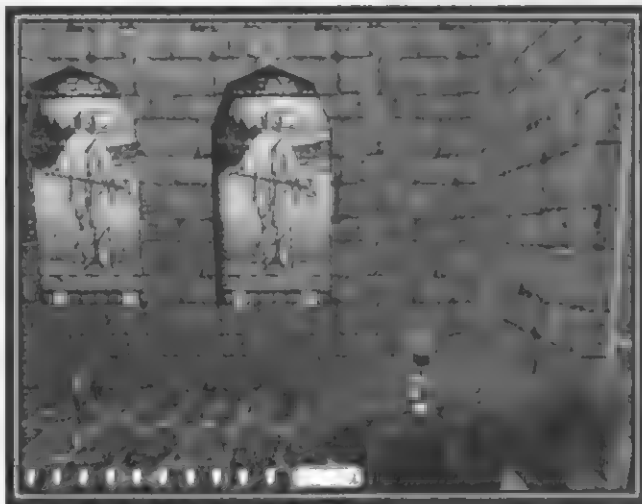


Fig. 9-7. A goblet sits on a table in each of the third-floor tower rooms. Both rooms are accessible only via the ladders that ascend from the second floor.

TIP Getting down the ladders without killing yourself can be tricky. If you are having trouble getting on ladders, go to the Game Options and change the ladder setting to Touch. You will now be able to mount a ladder without jumping. Just move close to the ladder and you will "stick" to it.



Fig. 9-8. There's a lot of loot beneath the pulpit.

When you get to the door at the entrance to the east tower, open it and listen. There's a guard posted inside the two main doors. As soon as you advance a little way into the room, the two guards meet in the chapel center for a conference. When they do,

hide in the shadows of the two main doors until the guards return to their posts. Knock out the guard closest to you, then sneak up on that guard to the southwest. The pulpit has two gold candlesticks and some gold drinking vessels. Nab them. There is a silver plate in one of the closets near the pulpit. On the ground between the pews, there is a tiara and a note to Karras.

You should be well on your way to getting all the gold you need to meet your objective. Now return to the archway a few paces south of the door where you eavesdropped and descend quietly.

When you reach the bottom you can hear a distant rattle of chains—courtesy of the ghosts in the catacombs. You can also see a gas light flickering. Take it and the one a little further on out with a water arrow. Move under the stairs and wait for the guards to finish talking and head up the stairs. Now move into the room where they were talking. Look toward the door inlaid with eight hammer symbols. A skull sits in a niche above it. This is the entrance to the catacombs, and you must open it with your lockpicks.

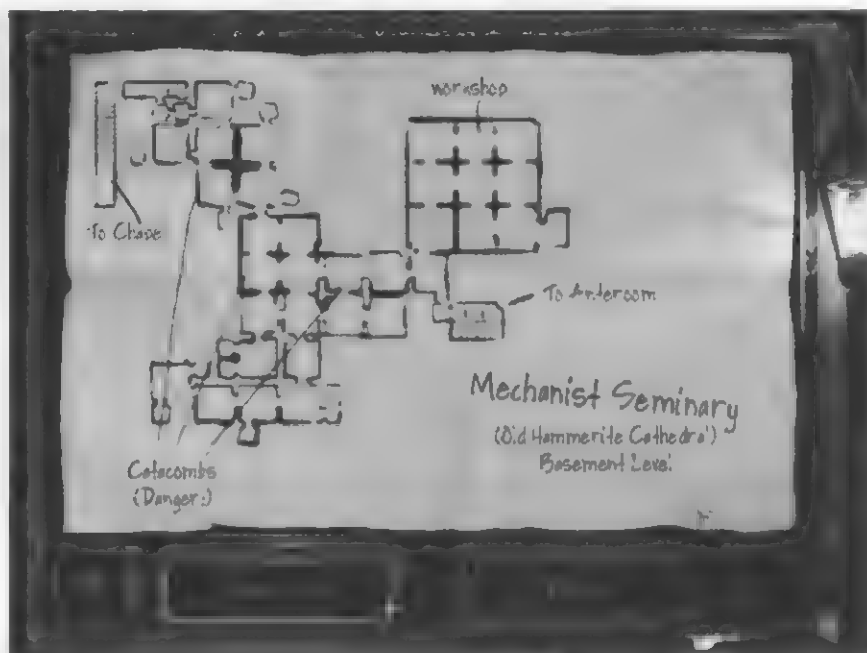


Fig. 9-9. The entrance to the catacombs. You can hear the rattle of chains from here.

Tip You can lock-pick the door while the Mechanists are talking, and toss the skull above the door into the catacombs, or fire a noisemaker arrow into the catacombs. The Mechanists will go inside to investigate the noise, and the Hammer Haunts will walk out and fight them!

Before you enter the catacombs, get your flash bombs ready, because you may come under attack as soon as you walk in. Flash bombs are the best way to take out a haunt. When you first enter the catacombs, wait for the haunt to appear, then use two flash bombs to get rid of him. You will find the other haunt wandering the catacombs if you travel north and enter the torture chamber. Throw two flash bombs in succession at his feet and you will be rid of him. There will not be as many Hammer Haunts on the lower difficulty levels.

With the haunts out of the way, you're free to search the catacombs. They may seem confusing at first, but by watching your compass and remembering landmarks you can find your way around. There's nothing down here but tombs and loot once you vanquish the ghosts, and after you search through enough chests, you'll meet your monetary objective.



Fig. 9-10. Two deadly Hammer Haunts stalk through the catacombs.



TIP There are two other entrances to the catacombs. One leads to a door similar to the one you entered by, with eight hammer symbols. The other is a ladder leading up. If you climb it, you emerge in a tomb southwest of the main temple. There are some loose coins here. If you open the steel door you look past the door to another tomb, where there is a chest with yet more treasure. Use a moss arrow to cross between tombs, though, because guards lurk nearby.

Copying the Key

Once you have the safety deposit box key, as mentioned earlier in the walk-through, you need to make a copy of it in the workroom north of the catacombs—west of the door you entered by. There's a small complex of rooms, each opening onto the next, and the room to the north has a wax tablet. First read the poster on the wall for information. Next, pick up the putty knife that is sitting on the counter. Select the safety deposit box key and use it on the wax tablet. Select the putty knife, and use it on the tablet to cut out the impression of the key. Now that you have the key impression, you will need to return to the location where you originally picked up the key, and drop the key where you found it.

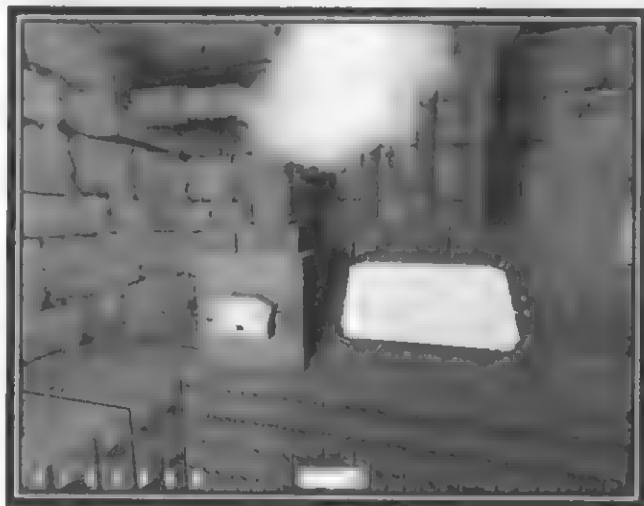


Fig. 9-11 Right-click the key on the wax to make an impression.

In the laboratory, you will find water arrows and a scouting orb. There is a mech-worker on the table; you can shoot the water arrows into the boiler vent on the back of the mech to disable it.

A Final Surprise

On your way out, exit through the door by which you first entered the complex, and stop at the steel door northeast of it. Pick it open with your triangular lockpick, then your square lockpick. Inside is a chamber with a masked servant and two bodies. Knock out the servant and look around. What are those Mechanists up to? There is a switch in this chamber which opens up a secret door in the floor. The switch is located near the floor by the door to the east. In the secret room, you will find some dead bodies and a gold ring.

If you want a last bit of gold, pick the lock to the east door of this eerie workshop. There's a small tomb to the east, and the chest on its north side has some gold. Now exit, and you're free to flee north and to safety. There may be guards patrolling, but there are enough shadows to hide in. On to the next mission!

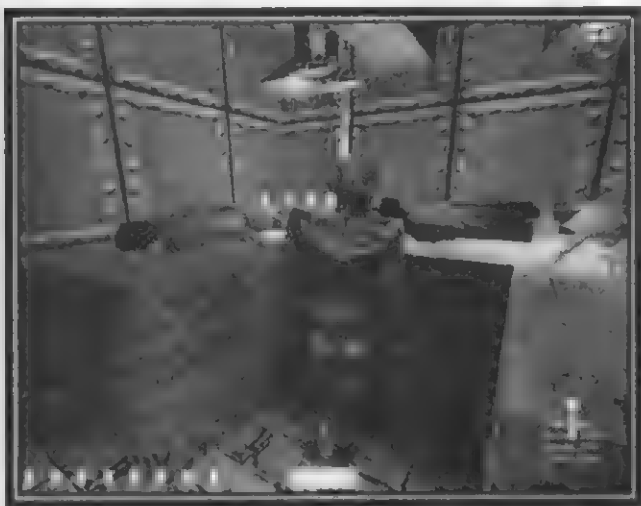
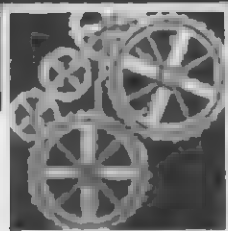


Fig. 9-12. A servant at work, but what's he doing?



10



***First City
Bank and Trust***



THAT RECORDING SHOULD LET ME EXERT A LITTLE ... PRESSURE ON TRUART TO FIND OUT WHO HIRED HIM TO KILL ME, BUT I'LL HAVE TO ACQUIRE IT FIRST.

Mission Summary

Garrett needs to break into First City Bank and Trust to retrieve a recording the Mechanists made of their meeting with Sheriff Truart. Garrett plans to use the recording to blackmail the sheriff. It's in a safety deposit box, for which Garrett has the key. Unfortunately, first he has to break into the Hall of Records to find out which box belongs to the Mechanists, then he has to get into the vault, get the recording, and get out.

Obstacles: Guards, electric eyes, turrets, mech-guards, and mech-workers.

Supplies: You mostly need moss arrows and water arrows, and a few mines.

Objectives

Normal and Hard

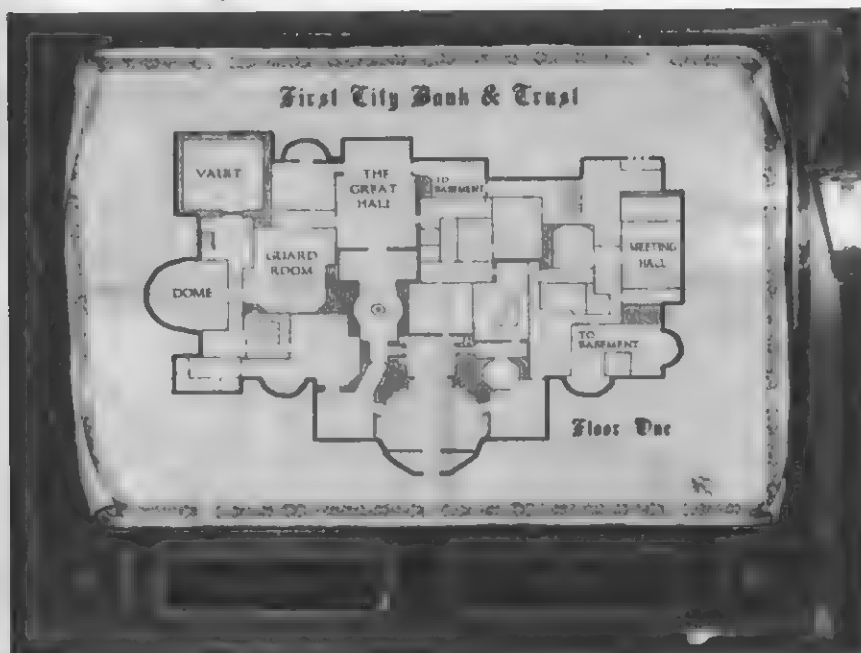
- Get inside the bank.
- Break into the Hall of Records and learn the number of the safety deposit box in which the Mechanists stored the recording.
- Steal the recording from the vault.
- When the rest of your goals are accomplished, exit the bank.

Expert

- Get inside the bank.
- Break into the Hall of Records and learn the number of the safety deposit box in which the Mechanists stored the recording.
- Steal the recording from the vault.
- When the rest of your goals are accomplished, exit the bank.
- Kill no humans.

Note Just surviving this mission is challenging enough. This walkthrough guides you through all the challenges of meeting your objective, but it doesn't make you rich. Finding cash isn't one of your objectives this mission. There are opportunities for cash if you veer slightly from the path, but there are also many more guards, robots, and electric eyes waiting to catch you. Save often, and if you decide to go ultra-cautious, load your weapons often.

The Way In



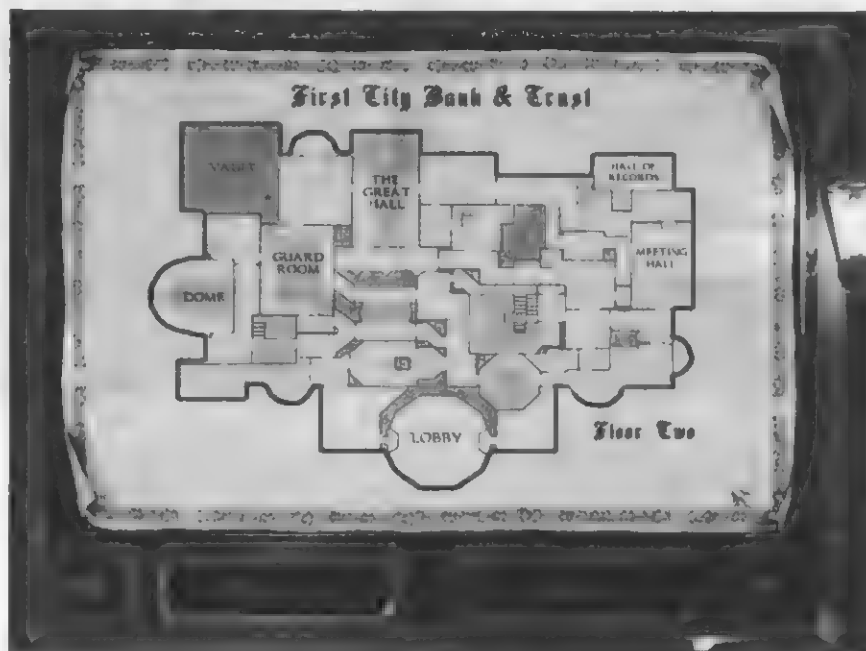


Fig. 10-1. Ambush the trio of guards. Or, heck, just run up from behind and whomp 'em.

When the mission begins you're outside the bank. Head east around the outside of it. Before too long you spot a trio of guards moving east. If you stay on the grass, you can knock them out quickly as you run—one, two, three—

before any of the ones in front notice. Drag them into the shadows and follow the perimeter of the bank east then north. When you reach a dead-end in the north, look low on your left to see a window. If you lock-pick it open and crouch low, you can sneak into the bank's basement. Once in the basement, proceed west.



Fig. 10-2. The basement halls.

The trail through the basement takes some twists and turns, but keep following it until it opens onto a large room to the west full of crates. From this room you can head north into a room with two chests and out of the basement, but you don't want to do that yet.



Caution *A guard patrols a small section of hall above the basement, then this section of the basement itself, so stay sharp and keep your blackjack and a flash bomb ready.*

Continue on around the corner of the basement, where a sign on the wall warns of maintenance machines. A dozen or so mech-workers wander around down here. Listen for them, and when you hear them moving away, head into the first north doorway that you can. Hide in the shadows whenever mech-workers come near.



Tip *Don't forget to cover any metal portions of the floor with mass arrows.*



Fig. 10-3. A mech-guard patrols just beyond this alcove to the south.

Head through the tunnels and to your north. You eventually arrive at a room where the front portion of its floor is metal. Drop some moss with your arrows, dash across it, and then look southwest. You're on the final leg of your basement trip. The sign on the wall to the south notifies you that only authorized personnel are allowed back here. Beside the sign is a tunnel. Follow its winding course. It opens into a large room, and you can hear a mech-guard patrolling nearby. Toss a mine toward it. It will investigate, then blow itself up when it walks across it.



Fig. 10-4. Lean around the corner to watch the electric eye.

Be warned—a recessed panel opens to reveal a turret, and should it open while you're not in the shadows, it will blast you into the boneyard. Stick to the room edges, where it's dark. Around the northwest corner of the room is an electric eye.

Lean around the side to get a feel for how long it takes to swing from side to side. When it looks away, run forward and flick the switch, then stand beneath as the door opens.

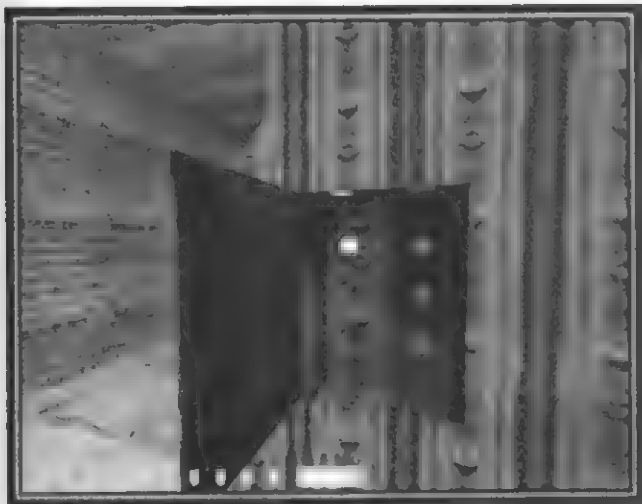


Fig. 10-5. The buttons on the boiler.

Wait for the electric eye to turn back the other way, then race around the corner and into the newly opened room. There seems to be nothing here other than a boiler, but on the boiler's east side is a panel you can right-click open, and on the panel is a set of buttons.

Select the top two and bottom two buttons and the light above the buttons shifts from red to green.

Retrace your steps to the room with two chests that led out of the basement. Your next stop—the records department.

When you come up out of the basement, pause a moment and shoot out the torch, plunging the room in darkness. Go up the ramp, and watch out for the electric eye at the top. When you are clear, go through the wooden door in the east wall and you arrive at a room with a tile floor dominated by a wooden staircase. A guard patrols up and down the stairs and briefly outside, and from time to time two mech-workers wander through.



Fig. 10-6. A tiled floor extends before you. The staircase is on your right.

Stick to the wooden edge of the floor and don't walk on the mosaic tile, because it will give you away. When the mech-workers move out of the way, get to those stairs and move on up.

Once at the top, look south, to the lantern, and extinguish it with a water arrow. Now move toward it. A goblet sits on a dresser over there, but if you want it you'll need to expend a moss arrow, and it's probably not worth it. Instead, circle the stairwell and move east—you may want to drop some moss on part of the tile floor to get across soundlessly.



Fig. 10-7. Douse the torch before opening the door.

To the east is a metal door, and a torch burns beside it. Extinguish the torch with a water arrow, then open the door and peer inside. Within is a mechanical eye and a turret. A lantern burns beside double doors at the bottom of a ramp to your north. If you lean to your left you can launch a water arrow at the lantern, providing you with almost enough shadows to get to those doors. You've created enough darkness now to move into the room without being detected, but getting to the doors still takes some caution. Watch the electric eye to learn its pattern, then wait until it has swung past you before dashing for the double doors. You have enough time to reach them and pause in the darkness. Wait for the electric eye to sweep past again before opening them.

Close the doors behind you. You have arrived at the record vaults. The information about the safety deposit box is on a desk accessible by a ramp on the west wall. Pick it up and read it to achieve your first objective. Now exit the room and head west, beyond the stairs through the archway until you reach the carpeted floor. Rather than heading west through the steel door, head south through the door into a room where four lights hang from the ceiling.



Fig. 10-8. Within the record vault.

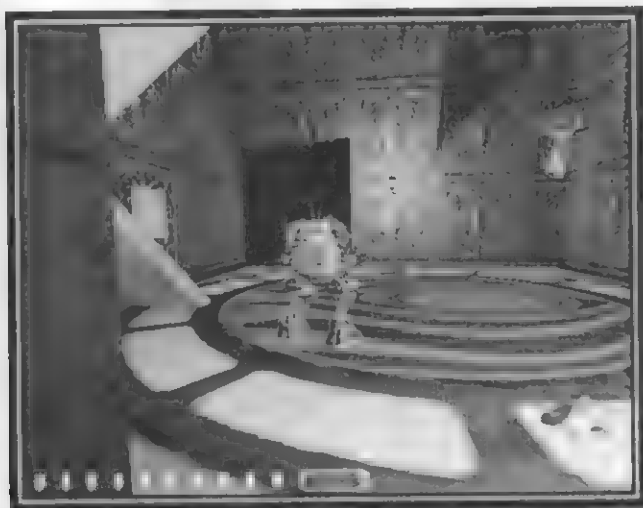


Fig. 10-9. Beware the electric eyes!

The only other door out of this room heads east, and to either side of it two electric eyes can watch through holes. Duck low to avoid being seen, and move toward the door in the east. Open it.

Wait until the electric eye to the west is looking the

other way, then run to the light switch on the north wall. This plunges the room into darkness. Stand still for a moment because both electric eyes have probably seen you and switched to yellow. Once they start actively searching again, head up the ramp and go through the door (you may have to use your trusty lockpicks). You have reached the third floor.

The Third Floor



Fig. 10-10. An archer is posted at the top of the stairs.

Leave the room on the third floor via the door in the south wall, which you must lock-pick. Keep a sharp eye, because a guard patrols into the room beyond, as does a mech-worker. Plan on ambushing the guard with one of your flash bombs and your blackjack, and dropping

him in the shadows. Likewise, wait for the mech-worker to wander past and shoot his boiler with water arrows. When they're out of the way, exit through the door to the south.

You arrive at the top of a flight of stairs that leads all the way down to the first floor. One guard patrols up and down the stairs while another patrols below, and yet a third is posted at the door around the east, at the top of the stairs. Walk over, flash bomb him and knock him out, then carry him inside the door he was guarding. This is likely to attract the attention of the guard to the south, across the hall of statues. That's fine. Flash bomb and knock him out.

Drop them both in a shadow and then head into the hall of statues. Stay to the middle of the floor, or you'll set off a trap and get a cannonball in your back.

Your destination is the second archway from the end on the east side. If you crouch low beside the statue you can just see a switch behind him. Flick the switch. Head north, then follow the hall west.

The hall ends in a tiled floor stretching north/south. Another room opens across the hall, but you want to go north. The problem is that there are two electric eyes, one posted north, one south. All you can do is dash out at top speed and go north, then east around the corner.

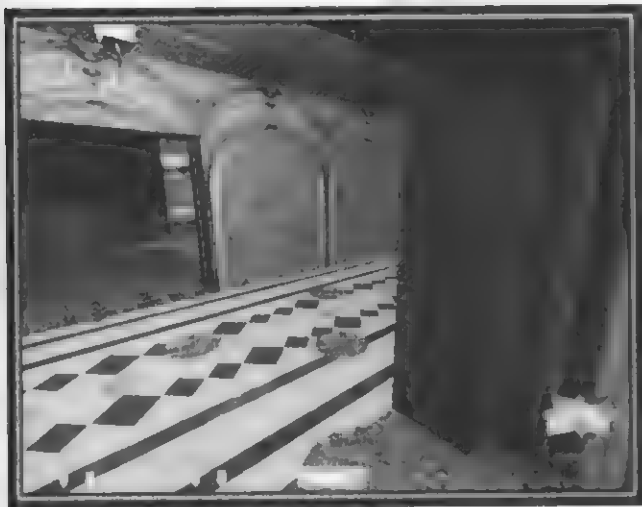


Fig. 10-11. Electric eyes hang to the north and south.

You can just make it without setting off the alarm. Go through the metal door at the end of the hall. Inside the room is a safe you can lock-pick open, and there is a chamber behind the chair. Normally hidden, it's opened because you activated the switch in the hall of statues.

This room counts as a secret. You will find a skeleton wearing a valuable ring inside the secret room.

Return to the Hall of Statues the way you came. Remember to watch for those electric eyes. You may want to save the game before you try to run the gauntlet.



Fig. 10-12. Looks like this poor soul died of starvation in this hidden room.



Fig. 10-13. Extinguish any torches on your way to the security office.

Once you're across the room, follow the passageway. You end up going through a series of small rooms, and on the walls along the way placards inform you that you're close to the security office. Just keep following the halls, because there's only one way to go. Douse any torches you find. Eventually you reach a set of double doors that the key worn by the guard you conked out from the dumbwaiter will open. These are the doors to the security office. Close them behind you.



Fig. 10-14. Right-clicking this switch deactivates the electric eyes in the lobby.

Inside the security office there's a wall switch that turns off the cameras in the lobby. Right-click it. Now return to the stairwell that leads down to the first floor.

While at the top of the stairwell, fire a few moss arrows on the wood below to

muffle your tread. Wait for the guard to patrol down to the first floor, then start down. Hide in a convenient shadow and knock him out when he returns.

Journey to the Vault



Fig. 10-15. Deactivate the mech-guard, then loot away!

When you reach the bottom of the stairs, exit through the steel door to the south. Listen for patrolling guards before opening it, then move through into the small hallway. There's a door on the west side. Hide in the shadows here and wait for a guard to patrol through. Knock him out, then lock-pick the door.

Don't enter right away, because a mech-guard wanders in and out of here. When he stops and faces south, shoot his boiler with a water arrow.

Now you can sneak inside and loot away. There are four safes to crack, as well as some gold on the table. Once you're through looting, go south.



Fig. 10-16. *There's yet more gold under the teller windows.*

This is the main lobby, and under the teller windows are numerous stacks of gold coins. Snag all of them, then lock-pick open one of the half doors and head to the front doors. Use the guard's key you found on the third floor and open the doors. You may be in a hurry when

you come here again. Now leave through the lobby's west exit.

Take out the lantern before you lock-pick the safe to gain another moss arrow.



Fig. 10-17. *North of the room with the safe is a room with pillars and a turret.*

Through the north doorway you can see a turret and hear an electric eye. You should also see some pillars on the room's east side. You have just enough time to dash to the shadows and hide in them. The eye will see you, but will shift to

yellow rather than red. Once you hear it searching the room again, dash from pillar to pillar. Your goal is the northwest corner. There's a light switch there and another pillar to hide behind.

Once in the northwest corner you can maneuver around the pillar to the ramp to the west. Take out the lantern at the top of the ramp, then start up. A door at the ramp's top opens into another stairwell complex. Head west and open the other door.



Caution An electric guard patrols through here. Wait for him in the shadows after you've doused the lights in here, and knock him out.



Fig. 10-18. The vault lies north of here, your escape route south.

The vault lies to your north. First, though, you want to go down the ramp and through the steel door to the south. Close it behind you then turn off the room lights. Open the double doors to the east. You're now looking at the back of the

electric eye you snuck past just moments ago. By ducking back and forth you need to douse the two torches in the hall that leads to the electric eye, then hit the switch just south of the eye. This deactivates it. Now your escape is almost foolproof.

Return to the room with the ramp and head north toward the vault. A dark hallway extends for several feet, then there's a guard to your east and a mech-guard patrolling to your west. There's also a spot of tile. North of you, at the end of another stretch of dark hallway, is an electric eye.

Fire a moss arrow at that stretch of tile floor, then lean just far enough out so that you remain in darkness but can see the guard to your east. He shifts position from time to time. When he shifts away, dash across the moss and into the next dark stretch of hall.



Fig. 10-19. From the dark hall you can just see the guard standing sentinel to the east.



Fig. 10-20. Beyond this steel door is a switch that deactivates the vault camera.

To the west, under the ramp to the second floor, is a metal door. Lock-pick it open and select the lever on the wall with **IN**. This deactivates the camera watching the vault! Close the door on your way out, and walk over to the vault at last. Open it and head inside.



Fig. 10-21. You've finally reached the vault. The elevator is on your left.

Two electric eyes scan the vault, but there are also plenty of shadows. Just watch the pattern and move behind pillars or into the darkness when they're looking away. You need to activate the elevator on the west wall by right-clicking on

the lower button of its control panel. It takes you to the vault's second level.

There's another electric eye up here. The best path to the ladder by the lantern on the west wall is under the electric eye itself (remember that you can stand just beneath them and they can't see you).

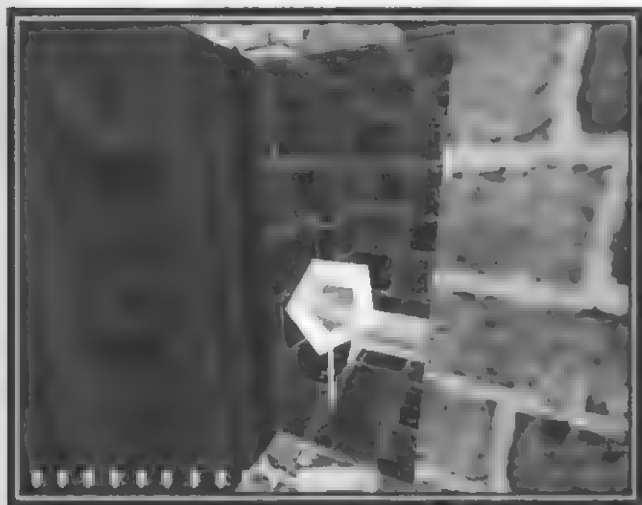


Fig. 10-22. The wax cylinder machine is yours for the taking.

Once up the ladder on the third floor, you want the safety deposit door on the northwest side. Select your safety deposit box key and open the box. The wax cylinder machine is inside.



Fig. 10-23. The way out, through the lobby.

Work your way back to the front gate, and you're outta' there!

Secrets

The walkthrough showed you the toughest secret to find, but there's one other. In

a room in the southeast corner of the second floor there's a little wooden balcony with a secret door. A switch is set on the bottom of the wall on the balcony and is easy to spot if you get on to the balcony. Once you hit the switch, a secret door opens in front of the balcony and exposes a cache of goodies.

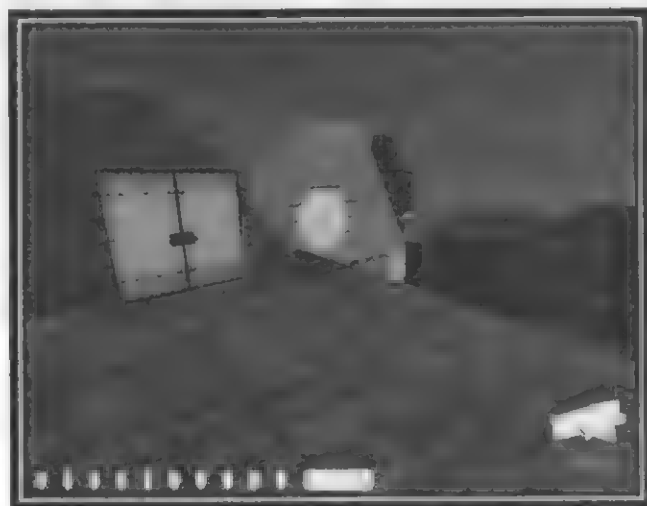
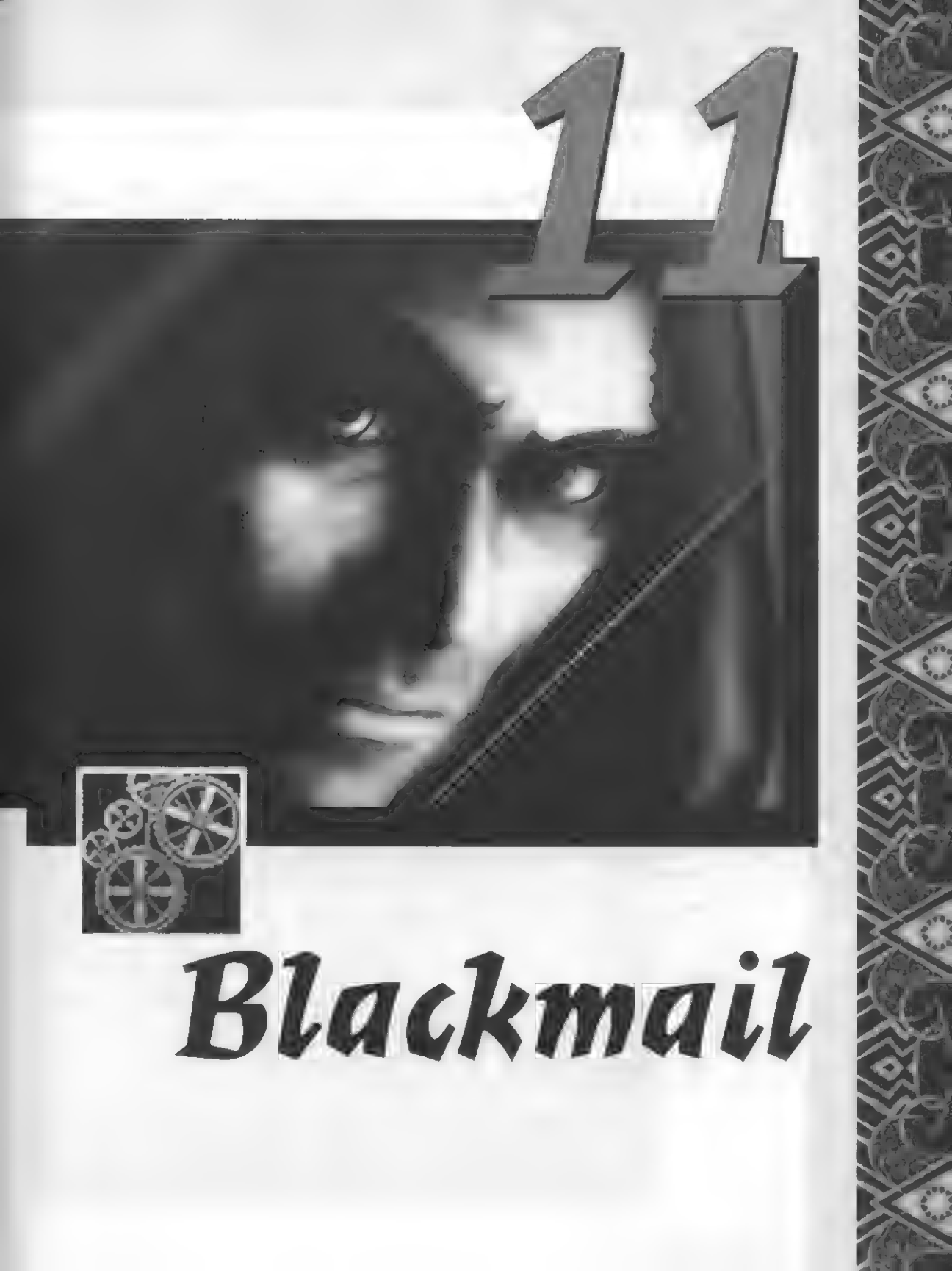


Fig. 10-24. The view from the roof.

There's also a way onto the roof. If you go west when you first start the mission you come to some crates near an archway. Climb the crates to the archway and head over toward the bank. Once atop the bank, head north along the narrow ledge and pull yourself up. You can work

your way to the very top. On the far east side of the bank there are double doors that open above the meeting hall, and you can use a rope arrow to climb down into it.



Blackmail

IT'S TIME FOR A FACE-TO-FACE CHAT WITH MY OLD FRIEND SHERIFF TRUART.

Mission Summary

Now that you have the recording, it's time to confront Sheriff Truart with it and find out why the local watch is out to kill you. You've selected a late night after a party at the sheriff's estate. Security's been beefed up, but you plan to carry away as much loot as you can and sneak in and out safely. And then, once you near the third floor and Truart's bedroom, you hear some disturbing news...

Obstacles: Guards, servants, guests, tile floors, electric eyes.

Supplies: Buy an extra rope arrow in case you miss with the first one, bring flash bombs, and stock up on moss arrows and water arrows.

Objectives

Normal

- Break into the sheriff's bedroom suite.
- Confront the sheriff with the recording.
- Get 700 in loot.
- Exit the sheriff's estate.

Hard

The hard objectives are the same as the normal objectives, except for the following:

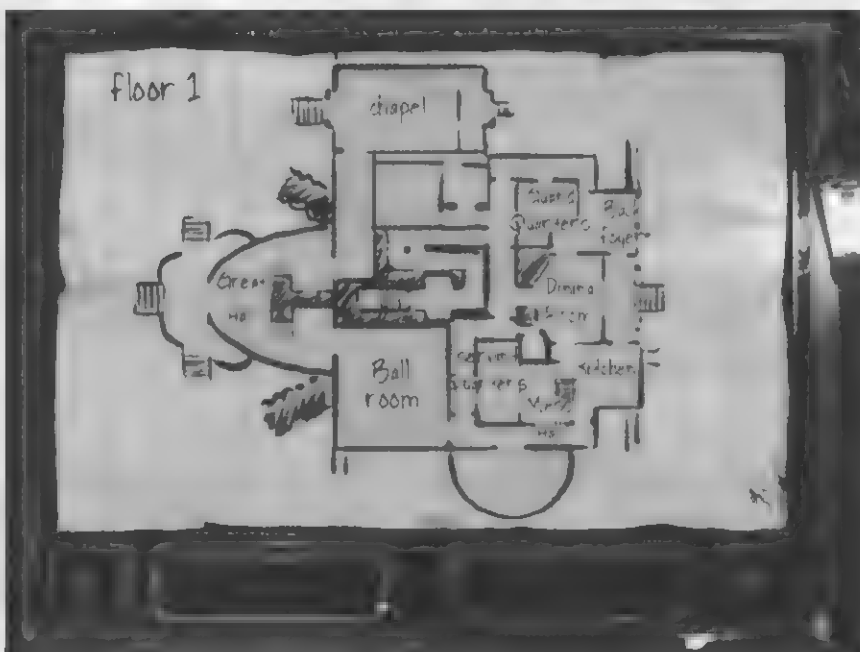
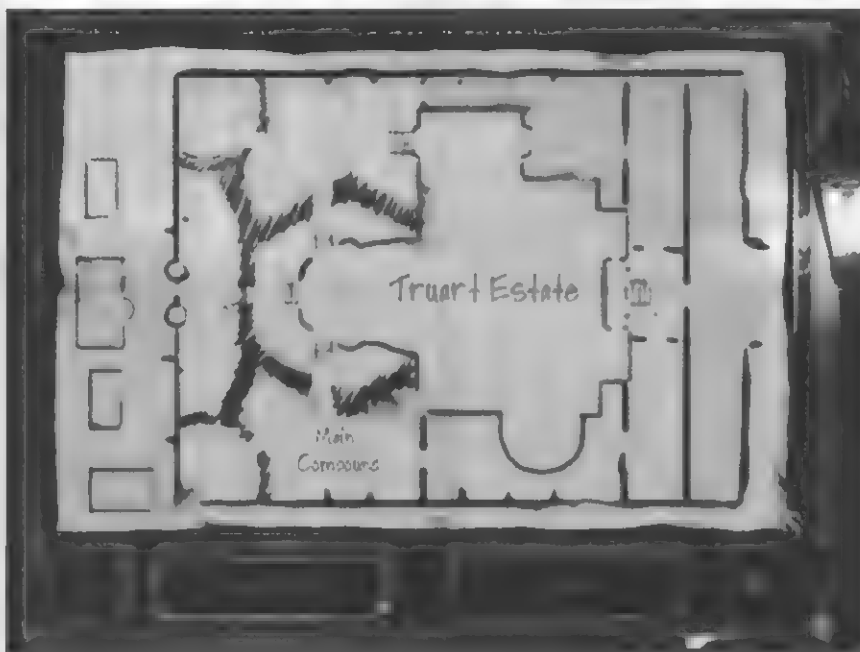
- Don't kill any servants or guests.
- Get 900 in loot.

Expert

The expert objectives are the same as the normal objectives, with the following additions:

- Get 1,100 loot.
- Kill no one.

The First Floor



Chapter

11

Blackmail



Fig. 11-1. Knock out the patrolling guard and turn off the lights at the control panel.

room with the snoring man, to the south, there's a cashbox you can grab, next to a love letter.



Fig. 11-2. The back way into the estate is through these bushes.

Open the window to the south and leap from it to the wall to the south. There's another house. Ignore it. Take out the guard patrolling in front of the house, then turn off the lights at the control panel near him. Climb up the wall to the south, on the east part of the wall, and you can probably avoid being spotted by the guards below. Drop down and run for the southeast corner, where there are some bushes, and keep that healing potion handy in case you get shot.

Voila, you're nearly in. Run east. You come to a hole in the rocks. Crouch low to crawl through. When you emerge from the hole there are some rocks

you can climb on your right to get to a little graveyard, where it looks like someone has dug a new plot. Beside the plot are some flares, and behind the gravestones are some moss arrows.

Leave the graveyard the way you came in and keep going east. You arrive at a stream. Jump in the water and head north. Before too long you see a bridge arching over the stream. Swim to the east side of this bridge and climb up. Wait for a guard to walk over it, then KO him and drop him into the shadows, taking his key.



Fig. 11-3. The guard is crossing the bridge into the shadows. You can wait to ambush him here, but it's better to KO him on the other side of the bridge, near the well, where there's almost no light.



Fig. 11-4. The back foyer. Extinguish that lamp so you can hide in the darkness.

Make your way to the back side of the house. Go in through the east door, which opens onto the back foyer. There's a pool with a statue near the east wall. Extinguish the lamp on the room's north side. Wait in the shadows for two separate guards to

patrol by, and as they go by knock them out. The one you really need is carrying a circular metal gear on his belt—this is the key to the upper levels. But another wanders by too, and knocking him out will make things much simpler—the fewer guards wandering around, the better.



Fig. 11-5. There's a movable bracket beside the bed.

Once the guards are lying in a pile by the fountain, take the east exit from the foyer and head around the corner to the guards' quarters. A lone guard snores at the far end of the room. Two chests are locked, and when you pick them you awaken the guard. No matter—he

isn't sure what awakened him, and the room's dark, so you can sock him into unconsciousness with your blackjack and loot the two chests. The one near the guard has a healing potion, the other has gems worth 50 gold pieces.

Now take the hallway around the corner and turn at the first available north exit. You arrive to a short hallway with a room at the north end you can lock-pick open. To the west of the bed inside is a movable torch bracket. Right-click it and a panel opens, revealing a gem worth 100 gold pieces. A gold vase sits beside the bed.

You can't yet open the other door in this hallway, so return to the main hallway. West along it is the machine you need to put your gear key in eventually, but don't bother with it yet. Go west. The first opening you see to the south is guarded by a watch officer who changes the direction he faces every few moments. Note the tile floor between you and him. You must use moss arrows to get close enough to knock him out, or he'll hear you. Watch for a while to get a feel for how long the guard stays facing each way, then sneak up and knock him unconscious.



Fig. 11-6. Your gear key opens the door to the second floor.



Fig. 11-7. Grab the gold on the dining room table.

Douse the fire in the fireplace and take the fire arrow inside, then move to the table and grab all the gold goods that sit there—two valuable wine bottles and a goblet.



Note *That's not the only thing in the fireplace. There is a secret area which is accessible through the fireplace. For more details refer to the end of the chapter, in the Torture Chamber section.*

The kitchen is to your west, and two servants stand in here complaining about the mess they have to clean up. They also drop an important clue about needing a gear key to reach the second floor. When the first servant leaves the room, sneak forward and knock the other one out. Hide in the doorway just north of the west doorway. When the first servant returns, knock him out. Hide him in the shadows, take his estate key, and take a look at the kitchen. There are two gold plates and some food on the counter.



Fig. 11-8. A nobleman snoozes beside his wine bottle on the ballroom floor.

A lone nobleman sleeps with a bottle of wine in the ballroom and will likely awaken when you sneak up on him. Knock him out, drag him into some room with shadows, then return to the door that you need the gear key for. Don't forget the plates near the table.

The Second Floor

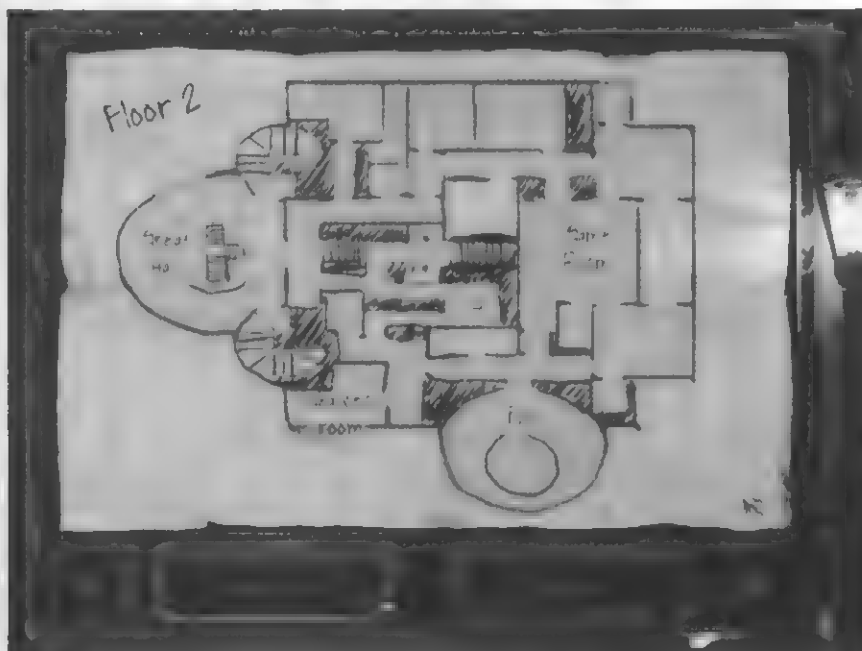


Fig. 11-9. Hide beside the pillar at the bottom of the stairs.

there, and listen as the two guards at the top of the stairs talk. One says that he'll head off to find Benny in the game room. The other says he's going to

get some food from the kitchen. When the guard walks by, knock him out, take his gear key, and drop him in the shadows.



Fig. 11-10. Right-click the book on the bookcase to open a secret panel.

Head up the stairs and turn right (east). Extinguish the lamp to the south, then head into the short hallway to your east. It ends in a door that the estate key opens. There's a note on a table inside the room beyond from an annoyed Mechanist, and

there's a book on the east side of the bookcase that you can right-click on to open a secret panel. Naturally there's a secret room beyond, with a black chest that contains a healing potion.

There's a guard on duty in a little room farther south. Lure him out with a noise, then retreat north, staying in the shadows. When he turns around, thinking all's well, knock him out, take his key, and drag him into a dark shadow. Advance down the hall to the south. A statue on a table beside the painting is worth some gold. Then the hall turns east.

Directly east is a bathroom, and there's a water arrow in the tub. Beside the bathroom door is an opening south. Go that way. There's a watch report in the first room to the east, and a gold vase on the table.



Fig. 11-11. The south bedroom.

The next opening on the east is the game room. Move past it and wait in the shadows for the guard to come out. Whomp him into slumberland, then drag him into a dark corner. The door on the west opens to an empty bedroom. The south door leads to a bedroom with four exits.

You enter the south bedroom via the north exit. The single exit to the west leads to the game room, and the double doors on the west lead to the balcony. The door to the east opens onto a room with a black chest that holds a flash mine.

Benny is in the game room, and he's pretty amusing. Open the door to listen to him explain his plans to the servant behind the bar. There's some gold on the nearest game table. Use moss to sneak across the wood floor to get it. Place more moss to sneak across the floor to the other game table, sticking to the shadows, then exit through the single east door out of sight of Benny and the servant.



Fig. 11-12. There's gold on both tables in the game room.



Fig. 11-13. The bedroom west of the game room.

The room on the far side of the game room has some moss arrows on its west counter. To its west is an empty closet, and on its north side a door opens onto the hallway. Turn out the light beside it before you open it with estate key two, then fire a moss arrow to get across the tile to the carpet.

Look to the east, crouch, and fire moss arrows on the floor to get close to Benny and steal his gold, then the gold bottle at the counter. Be sure, though, that Benny and the servant at the bar have finished talking, in which case they'll be looking away. Also watch out for the guard that patrols the upper floor—if you see her in the game room, retreat to the bedroom door and hide in the shadows. Conk her out and take balcony key number two from her. Drop her in the bedroom.



Fig. 11-14. Looking at the pool from under the electric eye.

the entrance. The electric eyes on this floor are controlled by a switch in this room. Turn them off. Now return to the opening across from the empty washroom, where you'll find a pool. Fire some moss on the floor to get in without alerting anyone in the game room—drunk as he is, even Benny can hear you move on the tile. He's a pretty fine swordsman even when drunk, so you should plan on avoiding him.

With the electric eye deactivated, all you need do is swim to the bottom of the pool to retrieve the silver key Benny mentioned in his letter. Feel free to loot the goodies on the room's tables while you're there.

Leave the pool room and head north again down the hall. Rather than going east, though, turn west and open the door to the weapons room. An electric eye hangs over a turret here, but you need not fear it because it's deactivated now. Take the water, moss, and fire arrows from the counter next to the wall, and snag the silver hammer on one of the corner tables.



Fig. 11-15. Peering into the weapons room.

If you fire a broadhead arrow at the target sign above the door, a panel on the wall slides aside, revealing a gas mine.



Fig. 11-16. The gear machine that opens on the hall to the third floor.

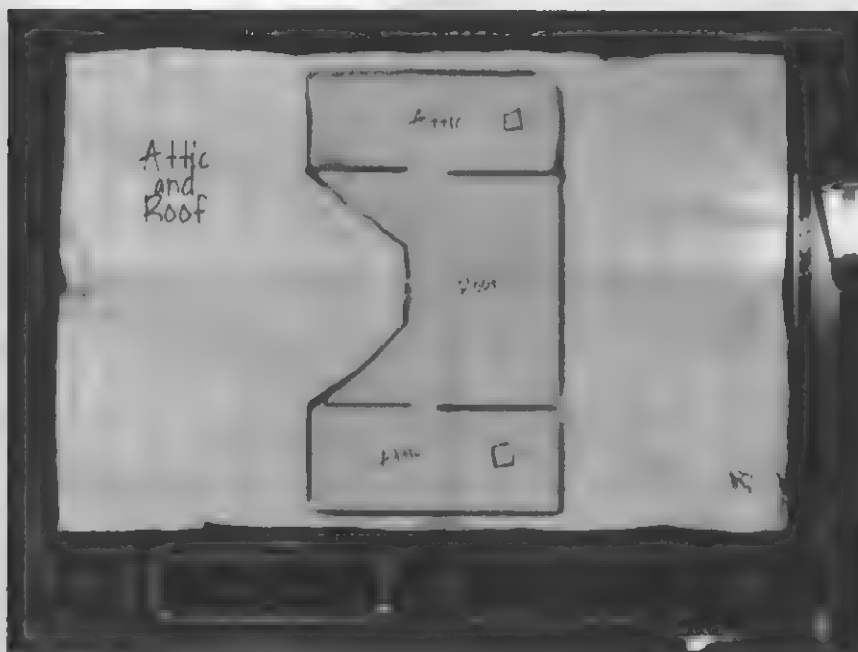
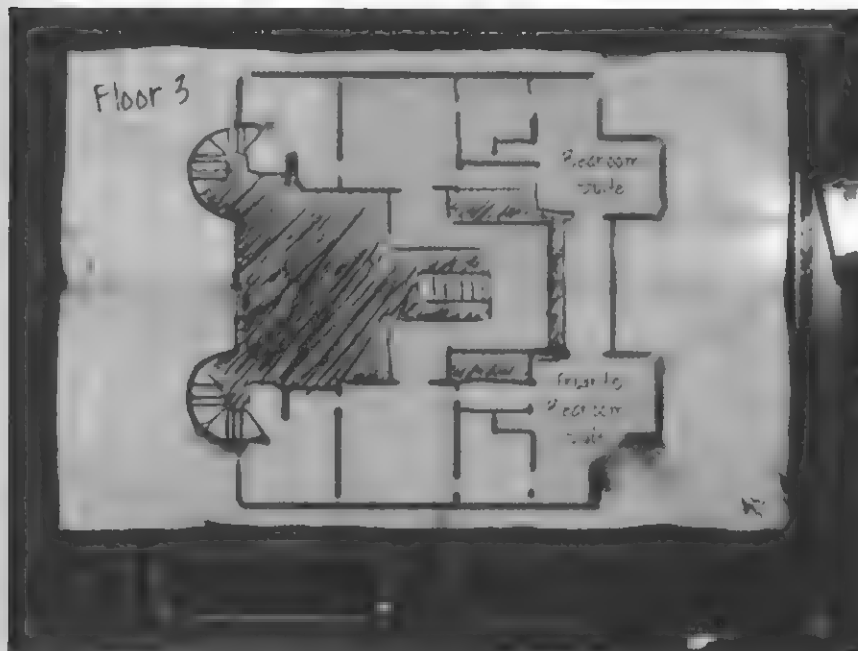
Now leave the room and head north up the hall. There's a funny note from Benny next to the watch station, and beside it is another key/gear machine. Right-click Sergeant Benny's silver gear key, which you got from the pool, onto the key/gear machine, and walk through into the hall beyond.

The Third Floor

Chapter

11

Blackmail



Head around the corner, and go south, and you hear disturbing news from some frightened guards—the sheriff's been murdered! So much for your blackmail plan. You get a new objective: search the murder site for evidence about who killed him. As with the hall near the bottom of the stairs to the second floor, there are pillared cul-de-sacs at the bottom of the third floor stairs as well. Fire a moss arrow and hide in one. A guard with a gold gear key runs past, and two more follow him shortly. Let them run past.

Once on the third floor, head north, where there are some double doors that open onto a vacant suite of rooms. Go south through either of the south doors where you reach a room with a set of double doors. Ignore them. Open the middle door in the north and climb the ladder inside. There's a slowfall potion inside the chest there. Exit the door out onto the roof, then open the door to the other attic, and loot the chest inside it to get a flash bomb. Descend the ladder. Beyond that door lies Sheriff Truart, but watch your step, because there may be a guard inside. Listen at the door for the guard to leave, then open the door to investigate.

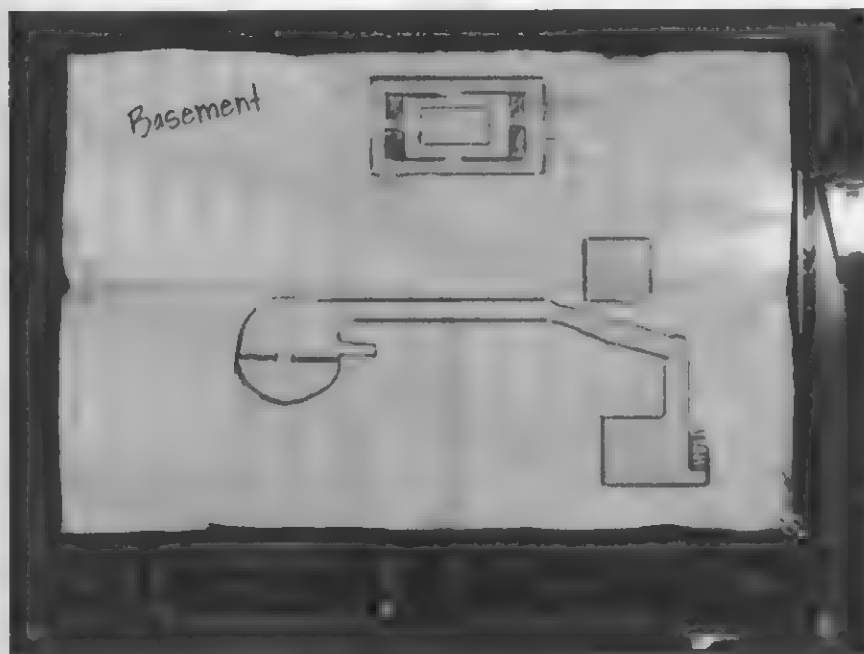


Fig. 11-17. The late Sheriff Truart.

There's a set of keys lying near Sheriff Truart. Pick them up. There's a nearby personal note, penned by Truart to a certain lady of the evening. Return through the attics to the other side of the house, then open those double doors south of the room with the attic ladder—

they lead out onto the balcony. Select the slowfall potion, but don't drink it yet. Climb up on the roof by the balcony rail and slide down toward the ground, quaffing the drink as you slide. You'll land safely below. Run through the arch, jump in the water, and swim west. Before you know it you'll be outside the Sheriff's estate and the mission is over.

Secrets



There are two secret areas within Truart's house. Both are a little dangerous and use up valuable ammunition, but they're worth a look at your leisure.

The Torture Chamber and the Golden Skull

In addition to the fire arrow in the chimney, if you extinguish the fire and crouch down to crawl inside, you can spot a switch. Right-click it, and the floor drops away. You slide up into a torture chamber where there's a zombie. She won't attack, so grab the pouch on her side. Next, right-click the button on the wall next to the plaque that reads not to push the button. Now high-tail it for the bottom of the chimney shute.

Two giant spiders have materialized. Pick them off with broadhead arrows. Once they're all dead, grab the fire arrow in the corner. There's a circular wheel with a red knob in this room—this opens a ladder to the basement that leads to the kitchen stairs.



Fig. 11-18. The Zombie lies immobile on the rack.

The other secret lies within the crypt of the Hammer Haunt, which is accessible through the chapel. While the walk-through doesn't take you to the chapel, it's easy enough to look at the map and figure out a way in. There's a hammer-shaped hole in the wall beyond the giant hammer statue, and if you fire a broadhead arrow into it, the hammer statue slides aside. A ladder descends into the darkness, and you can hear the rattle of chains.

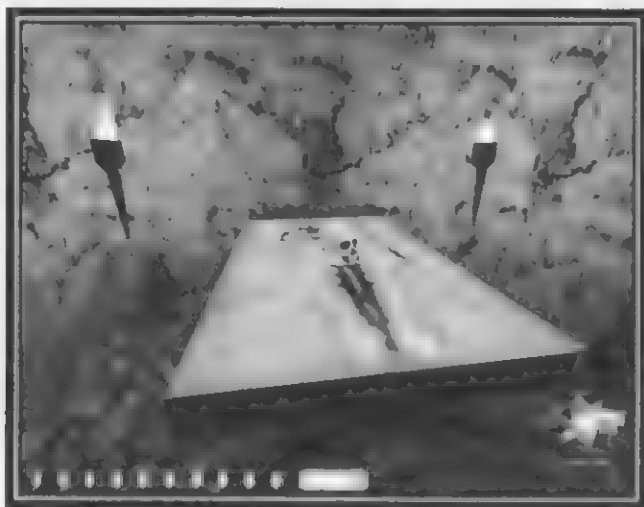
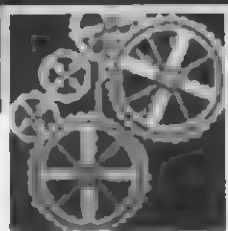


Fig. 11-19. The golden skull.

A Hammer Haunt patrols down here, and you shouldn't even try for the golden skull unless you have two flash bombs. Keep your eyes and ears sharp and get ready to drop them at the Haunt if he closes in. Go north at the bottom of the ladder, and keep to the main passage. Go west, then take

a side passage that leads south and then west. To the east is a tomb with a golden skull flanked by torches.

12



Courier



THIS IS MY CHANCE. IF I CAN TRAIL HER WITHOUT BEING SPOTTED I CAN FIND OUT WHO'S ON THE OTHER END OF THIS LITTLE CONSPIRACY.

Mission Summary

Although Lt. Mosely has a firm alibi in Sheriff Truart's murder, Garrett is rightly suspicious of her and has been following her for some time. She's carrying a letter now, after leaving the local watchtower well ahead of schedule. Garrett hopes she's heading for a rendezvous with her associates.

This mission consists of two phases: you must first follow Mosely to the drop off point, read the letter, and put it back, and then follow the Pagan after he picks it up. The tactics for this consist mostly of following the couriers, but not too closely. This means you must run from shadow to shadow, sometimes dousing torches to make your way easier. It would be confusing to describe every twist and turn the couriers take along the way. Instead, the following describes key points. The rest of the time you must simply follow and keep distant.

Obstacles: Guards, Lt. Mosely, the Pagan, Mechanists, and a zombie or two if you open the wrong crypts.

Supplies: Invisibility and speed potions are a great boon for this mission.

Objectives

Normal

- Trace the message to its destination without being caught.
- Find out the contents of that message.

Hard

The hard objectives are the same as the normal objectives, except that you are to kill no one.

Expert

In addition to the normal and hard objectives, you must also pick at least six pockets.



Note If you ever lag too far behind the game restarts—consider yourself lost.

Following Lieutenant Mosely

Mosely's route is better lighted than the Pagan's and has more guards, but in some ways she's easier to follow. She looks back before taking almost every turn, so you should often stay out of sight.

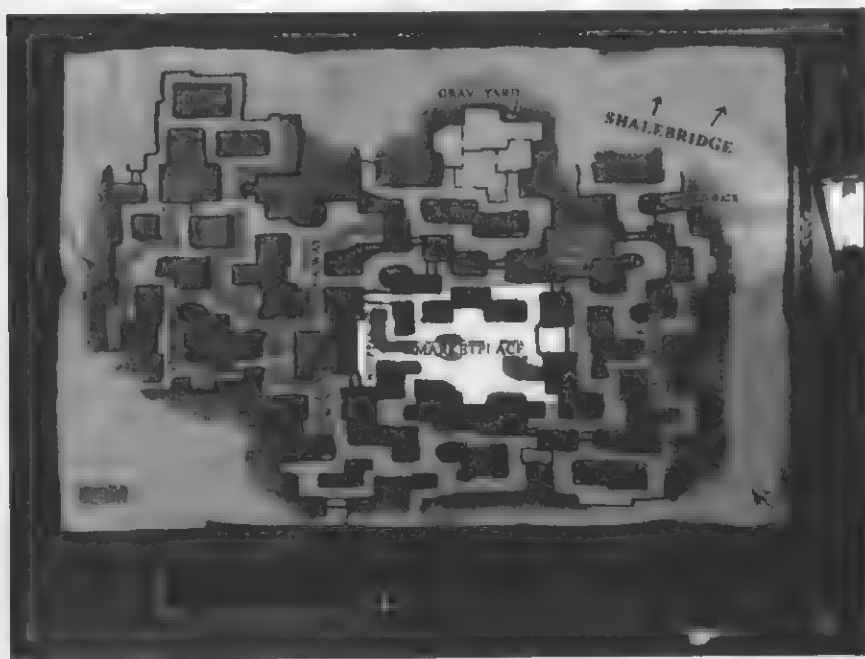




Fig. 12-1. Don't follow Mosely at the start—head east, then south, then dash for a dark doorway near the south wall.

When the mission begins Mosely heads south, followed by a guard on patrol. Instead of dogging their heels, go east, then south, around the side of the building, and make for a dark doorway to the extreme south. There you can hide until a guard passes; slink out to pick his pocket. Now dash west, into another shadow, and wait for the guard who was behind Mosely to walk past. Pick his pocket and grab the healing potion he carries.



Fig. 12-2. Hide in the shadows north of the wooden platform. Mosely has not yet rounded the corner to the southeast.

Now head the way the guard came from, around the building, and when you reach the intersection start west. Pause in the doorway and wait for a guard to patrol past to the north. Watch out for the guard patrolling on the wooden platform to your west, and watch out for Mosely, who stops to look around before turning the corner to the east. There are a few shadows to hide in here, though the invisibility potion's your best option.

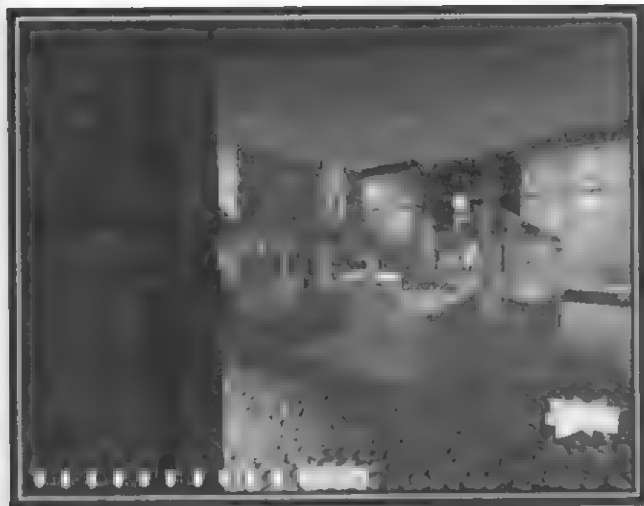


Fig. 12-3. The marketplace offers few good hiding places.

doorway in the south you can duck into. Some guards wander around. Just keep your distance and follow. This is a good place to swig an invisibility potion.

From here she turns a corner and goes south again. Dash into the shadows. A peasant strolls by after Mosely heads west. Pick her pocket, then follow Mosely to the marketplace, keeping your distance.

The marketplace is actually well-lit, but there's a



Fig. 12-4. When Mosely goes south, run north over by the torches, where there's a guard who's too drunk to notice if you grab the bottle of good wine at his feet. Crouch to see it.

inebriated guard, then head back to follow Mosely. Don't linger too long, or you'll let her escape.

She turns the corner west again, and it's very well lighted. Take a moment to douse a torch, then follow her.

Just west of the marketplace is an intersection, and the road goes either north or south. Mosely goes south. If you dash north, you can liberate a bottle from an



Fig. 12-5. Wait for Mosely to cross the bridge and get a little farther north, then jump into the water.

bridge and gets a little farther north, then jump into the canal. Swim north under the bridge until you come to a landing, then head west and keep following Mosely.

Stick to the shadows; she makes a series of turns before heading south again. You're almost to the drop point.



Fig. 12-6. Beyond this bright streetlight is a doorway to hide in.

Just beyond the lantern is a dark doorway to hide in, so follow, then duck into the doorway. Mosely drops her letter. Wait for her to turn the corner, then pick it up, read it, and set it back. It looks like Mosely is involved after all—you may have aided her by taking the key ring from the sheriff's room. Mosely is writing a letter of warning, telling whomever the coconspirator is that he or she should take refuge from the Mechanists in a safe spot.

Following the Pagan

My co-conspirator

Our plan seems to have had no unfortunate consequences. You were concerned that some incriminating evidence was dropped by your assassin at the scene, so it was not found. Still, it was foolish to place the key on a keyring with my emblem on it. I am a novice at such conspiracies. I confess, but no one has implicated me in the murder. With both Hagen and Truart out of the picture, you can expect little trouble from the City Watch from now on. However, we both know that there are far more sinister forces at work in the city. On that note, you mentioned once that you had one last place to retreat to where the Mechanists could never find you. If that is true,

Fig. 12-7. The first page of Mosely's note.

Once you replace the note, duck back into the doorway and open the door. You have to wait a long while, but eventually a guard wanders by. Wait for her to turn her back, then pick her pocket and retreat into the building. Once the Pagan does show up, he's so jumpy that he may even walk inside the building to investigate.



Tip The guard may or may not show up—some of the guards don't patrol on standard routes in this mission.

Eventually the Pagan takes the letter. Following him is simpler than following Mosely in some aspects. The streets he travels are generally darker, and there are fewer guards. The Pagan's really nervous, though, and stops a lot more often to look back for pursuers. Stay on your toes, stick to the shadows, and don't be afraid to hang back sometimes and then dash after him when he's rounded a corner.



Fig. 12-8. *The Pagan goes through the marketplace and north across the bridge.*

market and KO a guard while the Pagan gets farther and farther ahead. The patterns the guards follow aren't constant.

Follow the Pagan as he winds his way toward the graveyard, and keep your ears sharp, because one more guard passes by. He has a coin purse you can nab, but be careful, because shadows in this part of the city are scarce.

The Ambush



Fig. 12-9. *The Mechanists debate pursuing the Pagan into the graveyard.*

Just outside the graveyard, look up as a woman in strange gold armor steps onto a wooden balcony and cries out. Shortly thereafter two others step out onto the street, and one of them shoots the Pagan, who flees into the cemetery. These

would-be killers are Mechanists, who debate going in after the Pagan before

wandering off. They don't wander far, though, and if you head into the cemetery they'll spot you.



Fig. 12-10. Select the bracket and a secret door opens.

you turn west there is a graveyard fence across the street on top of a stone wall. Beneath it are two brackets. Select the bracket on the left, and this will register as a secret.



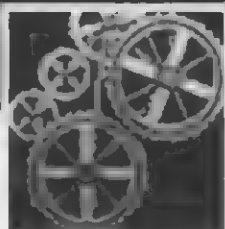
Fig. 12-11. When you open the double doors you see a blood-red swirl of magical energy.

contains a gold goblet. It also contains a zombie, but you can outrun him. To the west and north is another crypt. The blood trail leads right inside, to a shimmering red portal. Looks like you have to jump through!

This is a secret entrance into a Mechanist tomb. Open the tomb's double doors to enter the graveyard. Follow the blood trail through two gates. After the second gate, to your east is a tomb you can open that



13



Trail of Blood



IF I BELIEVED IN IT, NOW WOULD BE A GOOD TIME TO WISH FOR LUCK.

Mission Summary

Still trailing the wounded Pagan, Garrett must follow his blood, find out where he's taking the letter he's carrying, and figure out what's going on. Unfortunately, Garrett has no idea where he is or what he's up against. He soon learns that he's been transported to a Pagan village—or what remains of it after a Mechanist massacre. And soon Garrett must journey to an even stranger place in search of the mysterious Pagan courier.

Obstacles: Mechanist guards, apebeasts, tree beasts.

Supplies: There's no opportunity to buy supplies as you come into the mission. Keep your eyes open for some within the mission.

Objectives

All Difficulty Levels

- Follow the blood trail and find out where the Pagan's ultimate destination is.
- Find a map or some other information about where you are.

Normal

- Bonus Objective—gather 500 loot over the amount you started with.

Hard

- Bonus Objective—gather 750 loot over the amount you started with.

Expert

- Don't kill any humans.
- Bonus Objective—gather 1000 loot over the amount you started with.

The Pagan Village

You're in a grassy clearing dotted with trees and bordered by rocky walls. A trail of blood from the wounded Pagan leads east. Follow it. Before long you

come to the body of a Pagan, lying near the body of a Mechanist. There's a stream nearby, and a Mechanist stands guard in front of a house across the stream.

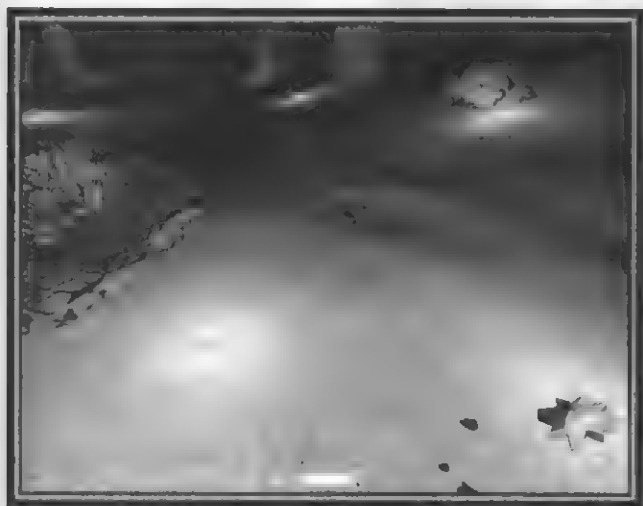
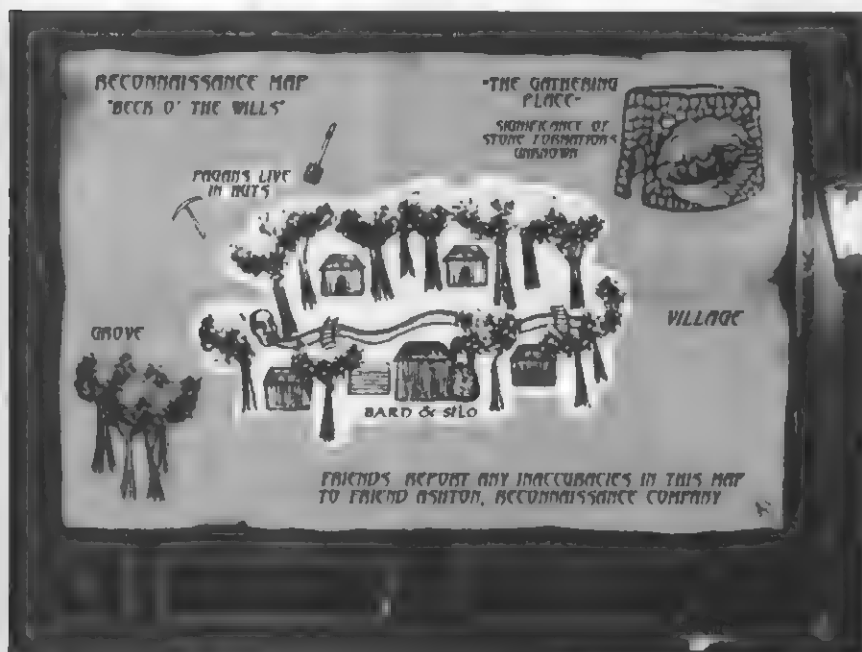


Fig. 13-1. Follow the trail of blood.



Fig. 13-2. Bodies lie strewn through the village.

Take the scroll near the Mechanist body—it's the map you need. North of the body water flows out of a cliff mouth shaped like a face. Jump into the water and swim up next to the waterfall. Three water arrows hang there. Now return to the bodies and go south a few steps into the Pagan hut. Two Pagan ghosts confront you, and one is a little girl. It looks like the Mechanists have killed everyone—every man, woman, and child they could find.

There are some carrots in one corner and a scroll that's the little girl's homework in another. Now jump into the water and cross to the other side of the waterfall. To your north is another house with another body in front. In the distance you may see some Mechanists on patrol. Wait until they move out of sight, then knock out the Mechanist on guard near the torch.



Fig. 13-3. A Pagan ghost restates a warning to someone to get the children to safety.

There's a fire arrow in the hearth of the hut the guard stands in front of. Inside you hear an argument between a Pagan ghost and a Mechanist ghost about taking something valuable. But what are they talking about? Exit the house and retreat west, then go around the back side of the

house. A guard patrols in the shadows. Knock her out. Now return to the front, where the blood trail crosses a bridge. The dead Pagan holds a healing potion. Take it and cross. The trail of blood takes you to a field of crops, where you're confronted by another ghost, who warns you to get the children to safety. As soon as he speaks, retreat back to the shadow of the trees, because there's a Mechanist patrolling in back of the house next to the field. When the Mechanist starts east again, run up and knock him out, then look behind the house. A ruby stone hides behind a plant there.



Fig. 13-4. A ruby stone is concealed by the fronds of the plant beside the stream.

bank. Sitting near one tree, partly hidden by a plant, is a ruby stone. Swim a little farther east to snag a moss arrow by some other trees. Now return to the building with the round tower next to the field.

You don't have many water arrows to spare, but you should use one to douse the torch burning in front of this building. Sneak up close to observe the guard inside. He periodically changes the direction he faces. When he's facing away, sneak up and clock him. There's a broadhead arrow in the bin next to the building's ladder and two apples in the wooden bin on the second floor, accessible via the ladder.

Move into the round tower room. Near the buckets is a scroll with an important clue. It talks about the Gathering Place, placing rubies in the mouth of the Woodsie Lord, and jumping into his mouth when it glows all red.

At the top of the tower stairs is a noisemaker arrow and a speed potion.



Fig. 13-5. The towered building beside the Pagan field.

East of the building with the turret is another hut. Even cynical Garrett is starting to feel for the all the slaughtered people—perhaps it's the sight of the overturned cradle in the corner that prompts him to comment that the Pagans

didn't stand a chance. Take the three arrows sticking out of a table near another body.



Fig. 13-6. Three broadhead arrows stick in the table beside the body.

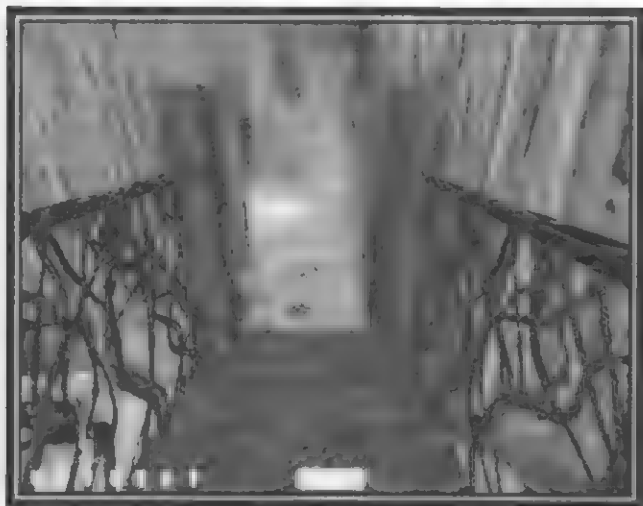


Fig. 13-7. Follow the trail of blood across the bridge.

Be wary of the Mechanist priestess marching back and forth across a bridge to the north. Knock her out, drop her in the shadows, and continue across the bridge. Hide in the shadows of the trees just northeast of the body of a Mechanist. Before long a live Mechanist

wanders by. Whomp him and drag him into the shadows to the south. Take his flare.

West of here is a final house with a carrot, a cucumber, two arrows, and some coins near a letter. You also see two more ghosts, talking peacefully just before they're massacred. A ladder leads up to a tree house deck, but there's nothing up there save for a nice view.

The trail of blood leads north, and you spot another Mechanist patrolling. Save your water arrows and rush him once he marches east.

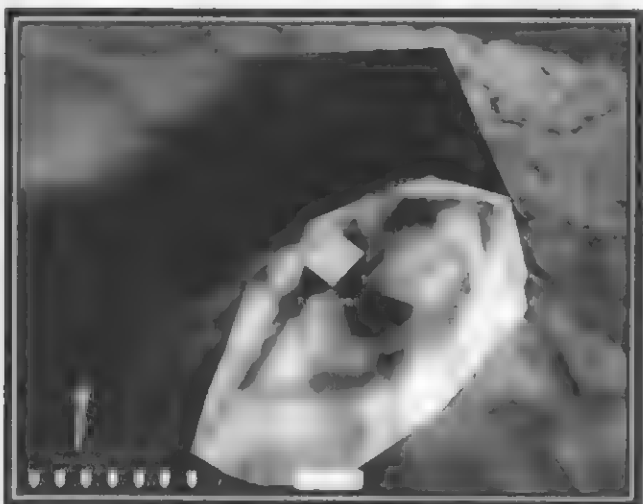


Fig. 13-8. Right-click the rubies into the eyes of the face on the Gathering Place's floor.

You've nearly reached the Gathering Place. Two more guards patrol it. One is a female crossbowman who patrols only one side of the Gathering Place, and the other is a guard with a mask who circles the entire

perimeter. He can't be knocked out, so you have to sneak past him. Have a ruby selected.

Once within the Gathering Place, climb up onto the stone face in the middle of the floor and place a ruby in each eye by right-clicking it. Each eye requires a specific ruby, so you may have to try both on the first one before one stays in place. Once both rubies are set, jump into the face's mouth. It transports you to a strange new world.

Through the Portal

On the stone floor nearby the body of a Mechanist holds another flare. A torch burns beside him. And sure enough, there's some more blood trailing west. Follow it. You come to a watery area where bloodshot eyeball plants watch you from beside tiny pools of water. The second and third pools of water each contain a water arrow, and the dead Mechanist beside the fourth pool has a potion of healing. Near the dead Mechanist some violet light shines. Go into the light.



Fig. 13-9. The eyeball plants turn to watch you as you move.

Head west along the stone path. Before too long you come to a pile of bones with a broadhead arrow mixed in with them. Another pile of bones farther up the path conceals a vine arrow.

The trail of blood leads up and up. Keep following it.

Eventually you reach a spot where a crystal shines violet light on the scene. Follow it to the west. You find yourself going down again and must now enter a stone corridor.

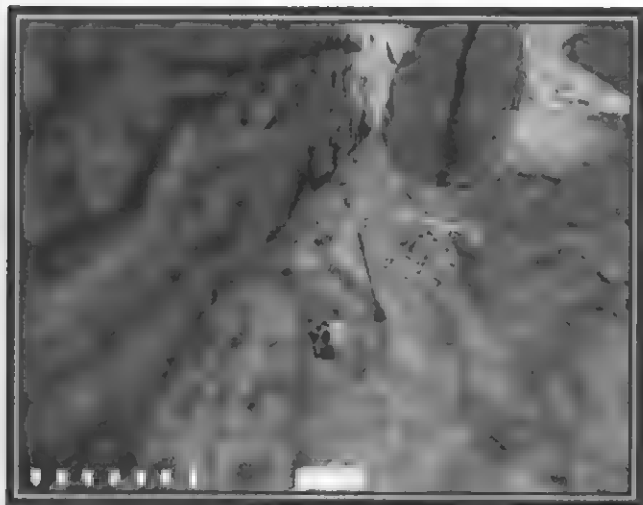


Fig. 13-10. Some arrows are mixed in with the bones.

the shore of the lava lake, is a pile of bones with some gold. Now return to the path and head east.



Fig. 13-11. The crystals shine with ghostly violet light.

another corridor and are moving west. A ramp stretches to the northeast. Climb it. Some jewels gleam in a rock at the end of the ramp. Take them!

The trail of blood winds for a way. You eventually come out of a stone corridor that opens to the north. The trail of blood heads west. Wait for a moment until an apebeast wanders past. Take it out, then go east. The trail winds around, and before too long you intersect with



Fig. 13-12. An apebeast. A face only a mother could love.

Head west of the ramp. You may encounter another wandering apebeast, so be warned. You will definitely encounter the trail of blood and two apebeasts guarding a torchlit doorway. Run west past them. One more gem is stuck into a rock to the far west, accessible by leaping over a chasm (leap on the south side of the chasm, where the gap is smaller).



Fig. 13-13. Two apebeasts guard the exit.

Now use one of the noisemaker arrows to distract the apebeasts and run through the opening and over the glittering bridge beyond. (If you drop to the west side of the bridge and climb the rock there, you can pick up two vine arrows embedded in a vine.) The

apebeasts won't follow. The trail of blood leads through this hollowed-out tree, and there's a letter beside it. It's from Mosely, and it appears to be an initial contact letter from her to the Pagans.

Through the doorway two apebeasts argue about plums. A plum sits just west of the doorway. Scoop it up and run toward the shadows to the south. (Some diamonds lie near some stones north of the tree stairs—but get ready

to fight apebeasts if you slow down to grab them.) The trail of blood leads into a tree with a hole in it. Climb the stairs in the tree and you reach an intersection. The trail of blood veers to the east, and an apebeast runs to the north. Amongst his skull collection and beside his sleeping companion are five apples and a letter from Mosely discussing how secret messages are to be handled.

Return to the trail of blood. It takes you through some more trees. You overhear two tree beasts wondering who guards winter. One leaves. Take out the remaining one with an arrow, then sneak inside and take the arrows on the stone, as well as the apples. Another ape guard will return, so hide in the shadows and take him down with an arrow. (There's another opening to the west, but it leads down to another guard.) Below is another apebeast and two plums in a circle of mushrooms, along with some diamonds on a rock in the southwest corner. Stay in the trees and follow the trail of blood to the south. You pass some bees and before too long come to a tree with a path south and west.

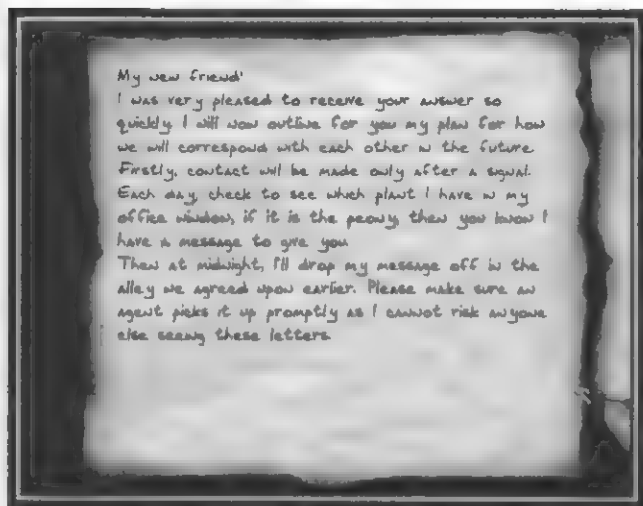


Fig. 13-14. Keep your eyes sharp—some letters between Mosely and the Pagans are hidden in the trees.

The south trail leads into the bole of a great tree and down. Just outside of it two apebeasts are talking around a fire. A fire arrow is in the middle of the fire, and it's worth grabbing if you can either distract the apebeasts with a noisemaker arrow or knock out or kill them. Around the other side of the tree you exited from two silver tree masks sit on a rock.

It's a good thing you picked up that vine arrow a while back, because you need it to get back up. Fire it into the tree that you used to climb down and scale it back to the tree path.



Fig. 13-15. Two apebeasts talk beside a fire.

Return to the trail of blood and head west; there's another apebeast in the tree here, along with some apples, a plum, and another letter. It turns out that the Mechanists are behind everything—including the attacks on you. Be sure to grab this letter, even if you must slow down and risk another hit. You may well have been hit by now and pursued by apebeasts. Remember that you can chug healing potions. If you keep running, the apebeasts can't catch you, though they may fire blow darts.



Fig. 13-16. Another letter rests beside the ice.

Keep following the trail of blood. Eventually you reach some icy stalactites and stalagmites, and a place where you can go two directions. Therein, beside some dead fish, is another letter, and this one indicates that Mosely has agreed to help kill Truart. The right doorway takes you below, into a wintry landscape. On the opposite side of the tree trunk from where you exit a diamond is stuck to a rock.

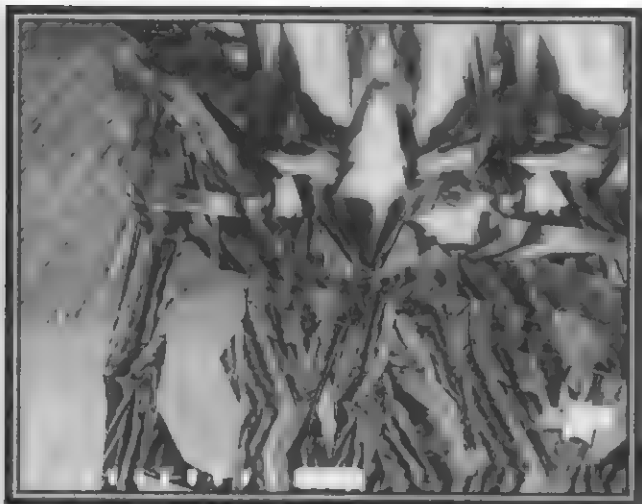


Fig. 13-17. Closer to a tree beast than you want to get. You can stop them with fire arrows, but not from this close range.

moan eerily. The blood leads west, to a hollow tree bole. Go through it, then head roughly west, and don't take time to look around, because before long the tree beasts come after you! That's right, some vegetable matter in here is out for blood.



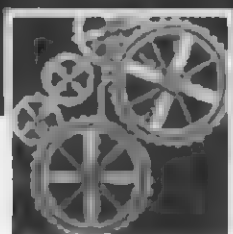
Fig. 13-18. The courier.

Before too long you see a body. It looks like the poor guy finally ran out of blood.

When the mission concludes, you see a short movie. Garrett comes face to face with his old enemy, Viktoria, and after a moment the two decide to join forces against the Mechanists.



14



*Life of
the Party*



WITH SO MANY RICH COUNTESSSES AND LORDS IN ONE PLACE, I'LL BE LIKE A KID IN A CANDY STORE.

Mission Summary

You must travel via the rooftops to reach the stronghold of the Mechanists, Angelwatch, where a party is being held for the city's elite. While you intend to liberate any riches you run across, it's more important that you learn what the Mechanists are planning and that you break into the office of the lead Mechanist, Karras, and find some schematics. You must also locate the New Scripture of the Master Builder. Assuming you can get all that done, you then need to sneak back home.

Obstacles: You face guards, mech-workers, and mech-guards. Once inside Angelwatch you'll bump into guests, who will call for help if they spot you. Death-defying leaps and climbs factor in, too. Your work is cut out for you this time.

Supplies: Moss arrows and water arrows are a necessity, as always. Take some flash bombs along. The walkthrough shows you how to find those other necessities—gas arrows, gas mines, and regular explosive mines.

Objectives

Normal

- Travel via the rooftops and stay off the streets.
- Infiltrate Angelwatch.
- Spy on Karras to learn why he's throwing the party.
- Break into Karras's office and find some information on the Cetus project.
- Find and read Karras's latest entry into the New Scripture of the Master Builder.
- Steal 800 worth of loot.
- When your objectives have been completed, get out of the Mechanists' tower and back to the safety of the bell tower.

Hard

The hard objectives are the same as normal, except for the following:

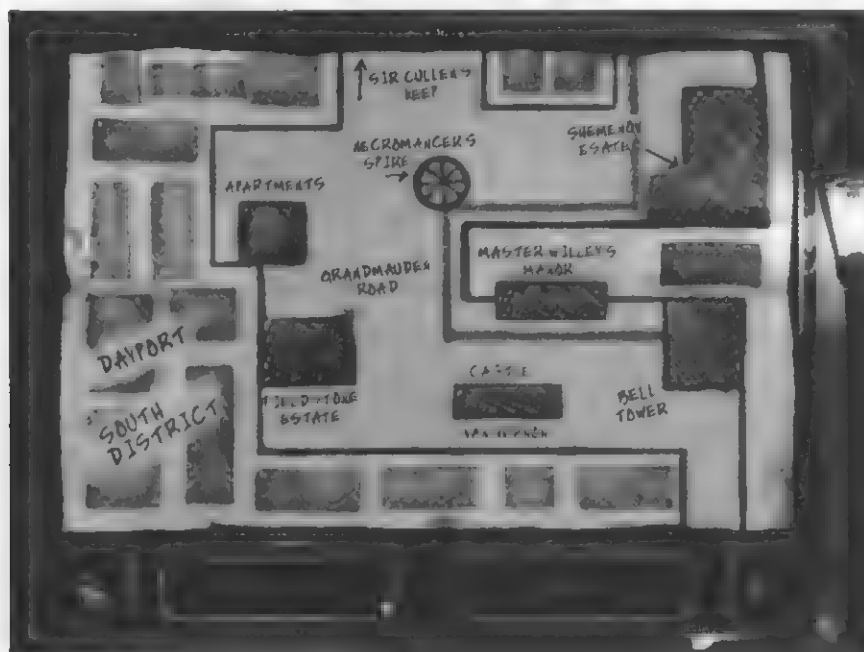
- Steal 1,200 worth of loot.
- Don't kill anyone who's unarmed.

Expert

The expert objectives are identical to the normal objectives, except for the following:

- Steal 1,550 worth of loot.
- Don't kill anyone.

The Road There



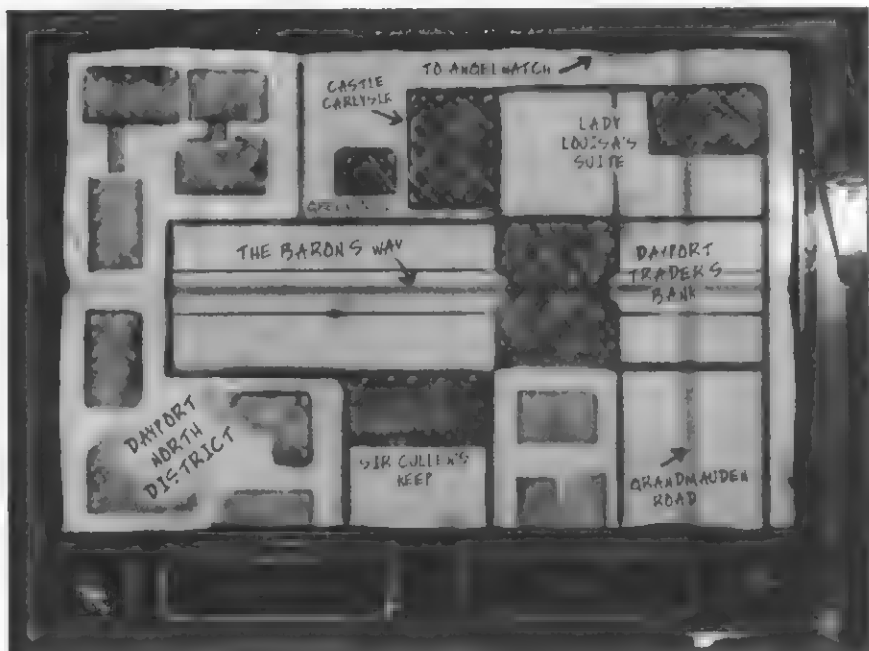


Fig. 14-1. Climb up on the ledge and head west.

You start out beneath the bell on the bell tower itself. Take a look at your compass and climb out of the belfry to the west. Garrett comments on the scenery. Leap down to the roof to your west, then look south for a narrow ledge.



Fig. 14-2. On a table beyond the shutter there are a few water arrows and some gold.

To your north is another open window, and a chest at the foot of the bed contains some gold.



Fig. 14-3. Drop down, but don't jump into the skylights!

Head west and climb up the metal box-like affair, then position yourself on one of the pipes and walk across to the next roof. Head east across it and climb up on the ledge. From there, look down. You should see a roof with barred, lighted windows. Drop to the roof between the windows, then keep heading east.

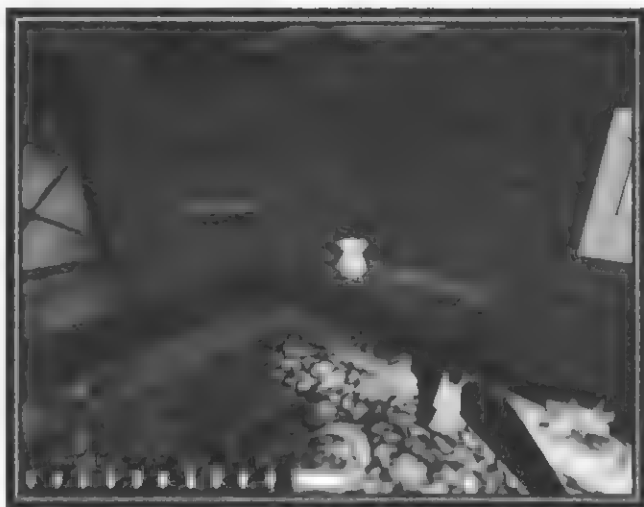


Fig. 14-4. A gold vase sits on the table.

To your south a ladder leads to a lower rooftop, and through an open window you can see a guard marching back and forth. Wait until he turns back north and sneak in. Rush over the carpet and knock him out. Grab the vase on the table—it's worth 100 gold pieces.

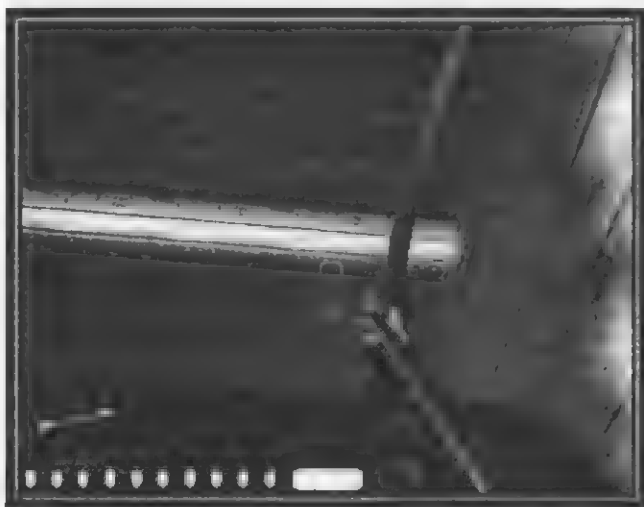


Fig. 14-5. Aim for the beam in the corner.

Now it's time for a slight detour. Stand between the couch and table and look up—there's a hole in the wall up there. Stand back and fire a vine arrow beside the beam below the ceiling, then climb up it. Walk over the beam to the hole, where two boards block your way. Hit them both twice with your sword and you can crawl through into a room.



Fig. 14-6. Right-click the telescope and a secret panel opens.

object called the sunburst device and a fire arrow. Take them both. A journal on the table makes for amusing reading.



Fig. 14-7. The shutters below the astronomer's loft open onto a rooftop.

Bend down beside the journal in the corner and look through the hole there. Pick up those crates and move them out of the way. In the room beyond is a ladder. Climb down it and you arrive in another room with shutters you can open. Clamber up on the table, crouch, and open them. A guard patrols the rooftops beyond. Hide in the shadows until you can knock him out, then advance to the door on your west. Beyond it is a chest with 60 gold pieces, and above that is a shelf with two flash bombs and a broadhead arrow.

Retrace your steps to the astronomer's loft and back to the room where you knocked out the guard.



Fig. 14-8. Wait for the guards to fight before moving on.

Return to the window you spotted, climb into it, and drop down to the wooden deck and head north, following the wooden railing. When you reach the corner, turn west. Before too long you see some rooftop guards, and if you sneak close you'll hear a lively exchange between them and their opposite numbers across the way. Wait and listen. Things get pretty heated—and pretty amusing—and before too long the two sets of guards are winging arrows at each other. Go ahead and move toward the battlement the nearer guards are standing on. Sneak into it and extinguish the torch on the lower level. Now climb the ladder to the top.

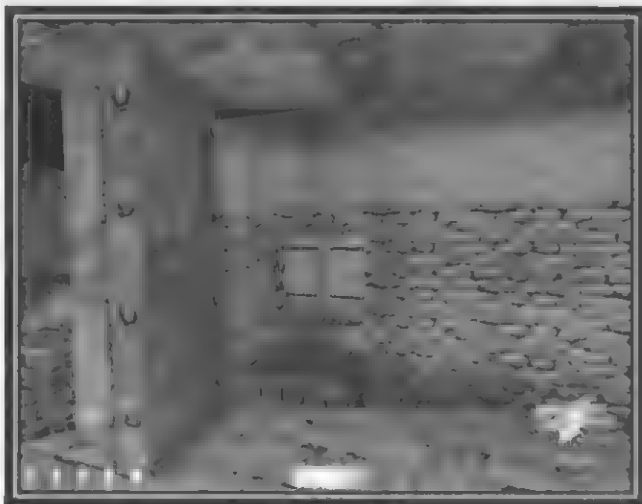


Fig. 14-9. Run for the shutters on the east side of the battlement.

Your problem now is the remaining two guards across the way, who are as good at archery as they were claiming in their argument. You need to dash west for a set of shutters, open them, and dive into the room on the other side. Keep a healing potion handy in case you get shot.

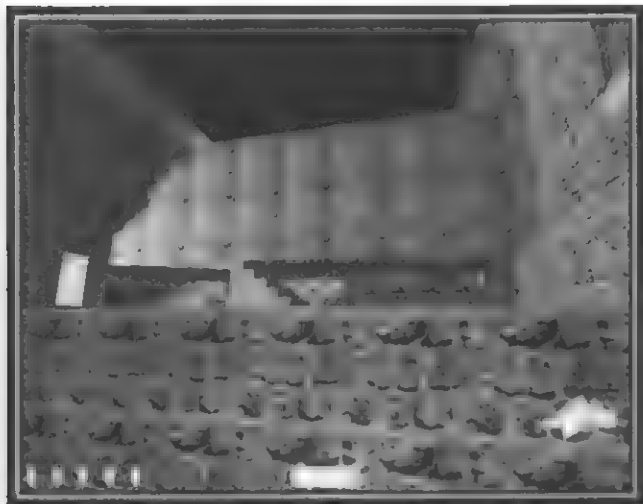


Fig. 14-10. *Climb up the stairs on the roof.*

stairs lead up into a small building. Go ahead and climb over to them, then mount them.



Fig. 14-11. *You must wait for the guard to turn his back.*

You emerge in a hidden room. There's a light switch on the room's east side, near the stairs, and a golden goblet worth 25 gold pieces on the table nearby. When you've finished with the secret room, head back down the stairs and to your west once more. Head past the metal roof and keep moving west, keeping to the shadows. Move quietly, because a guard patrols the roof ahead. Move to the southwest corner, where it's very dark, and pull yourself up while he's far away. Wait until his back's turned and knock him out. You may want to use a moss arrow to help sneak up on him, but be careful—your supply is limited.

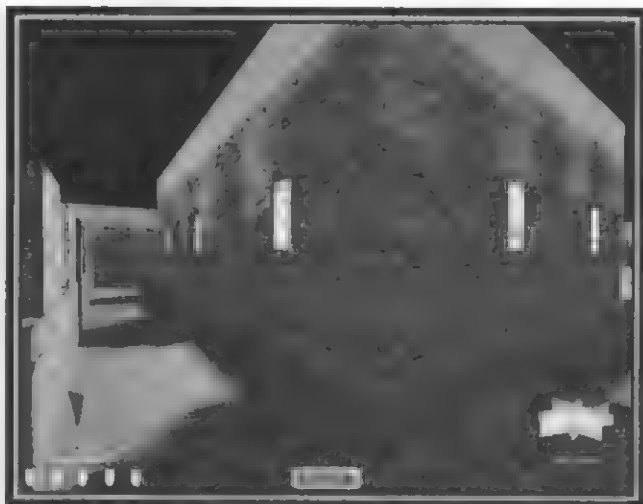


Fig. 14-12. The southeast corner on the next roof is an ideal hiding spot.

Head north, toward the crenellated roof. Two guards patrol it, so you need to be careful before you leap on over. The southeast corner has more shadows and provides a good vantage point. Just be careful that you don't move against one guard while the other's right around the corner. From your position you should be able to see them both. The guard in purple and yellow carries a key to a door in the west side. Knock both out.

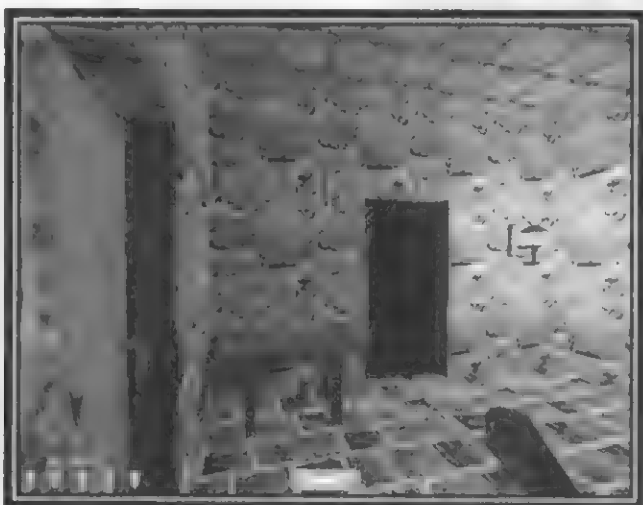


Fig. 14-13. Once inside, hide to one side of the door and wait for the guard.

Use the key to open the door, but don't go inside yet. Listen for the footsteps of the guard inside. You can hear him open an inner door, patrol the room you just opened, then retreat through the inner door. As soon as you hear him close that door, dash into the room and hide in the north corner, behind where the door will open. When it does open, knock the guard out while his back is turned. The goblet on the table in this first room is worth 100 gold. A door inside leads to two other rooms, and the last has a stack of coins worth 36 gold.



Fig. 14-14. Sneak past the burglars.

escape below. You're likely to hear two burglars bantering about how best to break into an apartment.

Use the fire escape to sneak into the apartment and knock out the single guard that patrols inside. This guard will actually take out both of the burglars if he sees them.

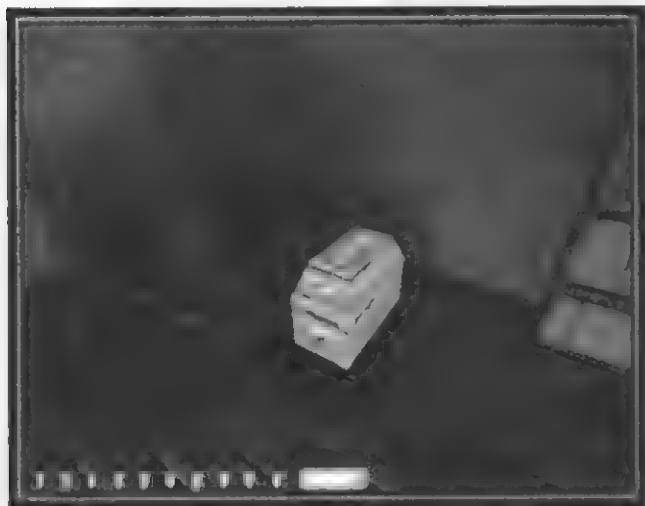


Fig. 14-15. Within the apartment is a blue chest and a little money on the dresser.

Open the third floor door and sneak up on the burglar. You can knock him out without alerting the one waiting outside if you're careful. Now grab the loot on the dresser and in the blue chest.



Fig. 14-16. *Climb the ladder and look back at the hole. Note the glowing mushroom on the right.*

ings, and if you move forward you see a ladder on your right. Climb it. You come to a room with a few crates and an open window. Behind one crate is a gold plate worth picking up.



Fig. 14-17. *Don't touch the manuscript unless you want to fight some zombies!*

Advance to the window and leap to the window across the way. Congratulations—you've arrived at the necromancer's spire. Aside from the cheese, there's a half-circular stone device in the middle of the floor, with two square red buttons on it. If you walk into the semicircle and click the red buttons, you rise to the next floor, where two skulls sit next to a manuscript on the desk. Don't touch the manuscript, or you'll end up with a few angry zombies looking for blood. You can, though, take the candlesticks.

Look at the fire burning on the other side of the elevator. You can't see the button, but you can right-click it anyway by right-clicking on the fire (you can extinguish the fire with a water arrow if you like, but it isn't necessary).



Fig. 14-18. The necromancer's remains.

Now climb on the elevator and descend. Once you're on the level where you first arrived, look at the bookcases. Along the top side of one a white book sticks out slightly. Right-click it. Now step away from the elevator, but click it so that the elevator platform goes

up. Once it does you see another platform rising from lower in the building. Climb aboard and press the buttons to ride it below. Beside the necromancer's last letter there's a skeleton (the necromancer himself, probably) and some goodies—some gold, a healing potion, and a speed potion.

There's also a hole in the floor because of the button you pushed in the fireplace. Below is the necromancer's dungeon, and within the iron maiden is an invisibility potion that might come in handy. Climb the iron maiden to leave the dungeon, and ride the elevators up to the top level. From the window there, leap to the ledge across the way.

Follow the gray ledge on the nearby building all the way around to the east if you want to hear an amusing conversation amongst some snobs and snag 100 gold pieces that they've left near the window. Once done, return to the west side and start north. A guard patrols between the tower and a nearby stairwell. Before you approach him, extinguish the nearby torch with a water arrow. Once he starts up the stairs, leap to the roof and either rush him or hide in the shadows and knock him out as he goes by. (There are some excellent shadows under the stairs themselves.)

Once he's sleeping in a dark corner, don't neglect the tower—two fire arrows rest between two of the crenels on its second floor.



Fig. 14-19. Target the torch.

You don't want to open the door at the top of the stairs. Instead, climb up on the ledge on its west and follow it along to the third window. Grab the gold pot inside. Climb inside the room, open the door to the east, and walk softly into the dark room beyond. An open doorway to your north opens

onto a hallway in which a guard patrols. He's pretty easy to sneak up on.



Fig. 14-20. Climb the stairs where the guard patrolled, but don't go through the door at the top.

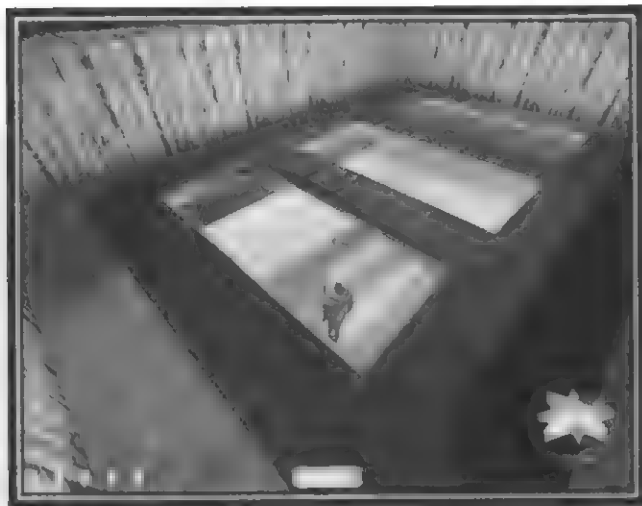


Fig. 14-21. A nobleman inspects his money below.

A window looks out to the north. Climb into it and crouch to drop down. On your left is a skylight, through which you can see a nobleman with some stacks of coins. If you want them, you must smash the skylight, drop down, knock him out, and prepare to flash bomb

the guard that will rush in. It can be tricky, and you'll find enough gold elsewhere. If you do take that tack, be sure to use one of your vine arrows to scale back up to this roof.

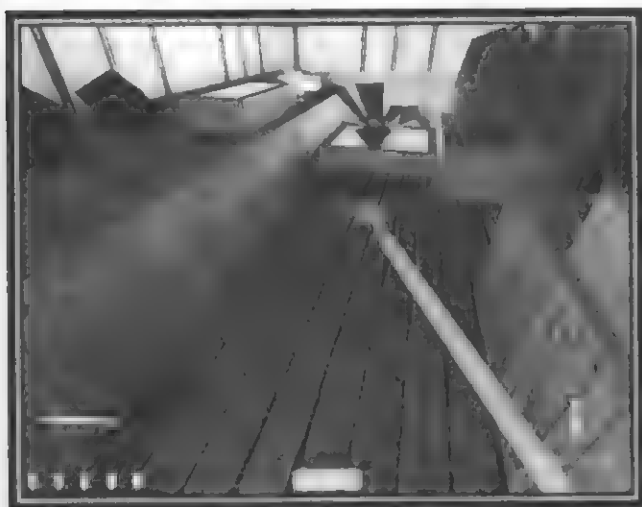


Fig. 14-22. This spider is completely harmless.

To the north of the nobleman's roof a metal pipe hangs across the street. It supports some banners, but it can also support you, if you walk carefully. On the other side of the roof beyond is a greenhouse—crouch to drop onto it so that you make less noise. Drop from

the greenhouse roof to the roof it stands on, then walk inside. Don't kill the spider—he's harmless, as a quick read of the journal on the counter will tell you. Help yourself to the two moss arrows and two gas arrows, and shut the door on your way out.

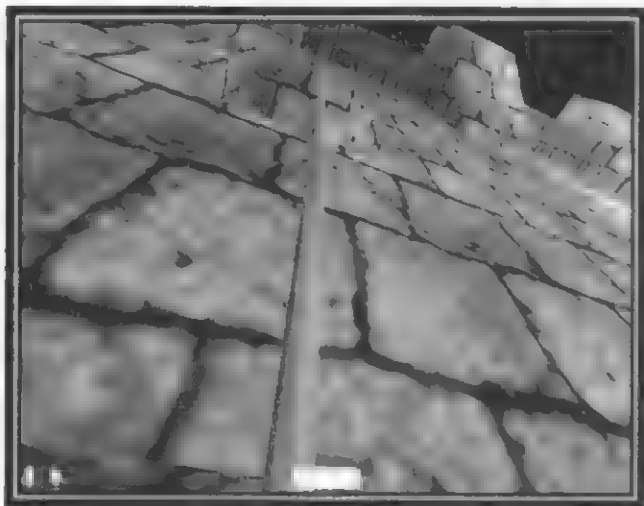


Fig. 14-23. Launch the vine arrow into the wood far above.

above the window. Wait for the guard to patrol into the inner room once more, then scale that vine and leap into the room. Hide beside the door, and when the guard walks in, stretch him flat.

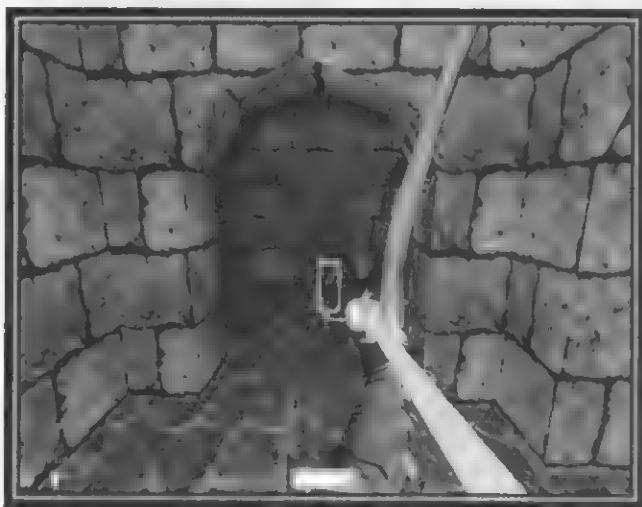


Fig. 14-24. If you're low on health, never get too close to a fire arrow explosion . . .

On the desk of the inner room is a note discussing the armory. Drag the guard in there so he's out of the way. Now place the sunburst device you found in the astronomer's quarters as close to the steel door to the south as it can get (this may take a few tries—if it doesn't get close enough, pick it up and reset it). Now stand around the corner and use your lean option to peer around until you can see the sunburst device. Load up your fire arrow and aim carefully for the device's center. As soon as you launch the arrow, duck back around the corner or you're liable to be injured.

Within the armory is a healing potion, three water arrows, two flash bombs, one broadhead arrow, one gas arrow, two mines, and two fire arrows. You might need them all.



Fig. 14-25. *Be careful when you drop to the ledge. Aim to the right or you might end up as street pizza.*

Now climb back down the rope ladder and return to the roof with the skylight across the way. To the east is an open window. Climb on through. Within the fireplace inside is a fire arrow, and on either side atop the hearth is

a water arrow. Be sure to grab those, then head out through the north window.

Tip Remember that when you drop down while crouching you make less noise!

Climb through the window and drop down to the ledge below. A guard patrols on the tiled floor beyond the window to the northeast. Wait for him to patrol back out of the way, then fire moss arrows onto the floor and climb through. These tile floors make a lot of noise, so cover them with moss arrows. Hide in the shadows and take out the guard.

The guard has a key. Take it and move east. There are three doors in the next room, and the one to the south has a plaque that reads "Mr. J.B. Tuttleshank, Supervisor." Use the guard's key on that door and take a look around. Another key lies on the counter. More interestingly, a safe sits beside the desk. You must use your lockpicks on it three times (triangle, square, triangle) to open it, and inside is a switch. Go ahead and right-click to flip it down.



Fig. 14-26. The office of J.B. Tuttleshank.

Exit the room. The remaining two doors open into one large room, which has desks and east-facing double doors. Beside the westernmost desk is an open safe—open because you activated the lever in Tuttleshank's office—and inside is a real haul: 327 gold pieces and some diamonds.

On the table near the safe a scroll hints at misery for a certain Crimshaw if he doesn't take care of matters in the safe. Too bad for him. Look at the east-facing double doors. Open them but do not move forward. A guard stands outside with his back to you. Now launch some moss arrows to cover your sound as you sneak up and knock him out from behind.



Fig. 14-27. Use moss arrows to sneak up on the guard outside.

Head north to a ledge. Climb up on it and move east, where you can climb onto a wooden pylon sticking out from the building there. To your east, projecting from the top of a building, are some wooden pylons. Once atop the

wooden beam, head north across the roof. To your west is an open window, and you can hear footfalls inside. Wait for them to recede and climb up. On a table within is a scroll, and, weirdly enough, it's addressed to you! It seems to

be from the Keepers and warns that Karras may be more aware of your activities than might be comfortable.

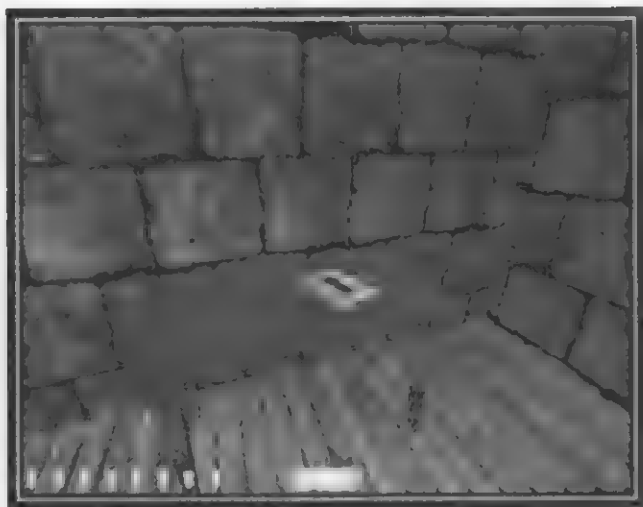


Fig. 14-28. A book addressed to you! Someone knew you were coming.



Fig. 14-29. Lady Louisa's suite. Climb into the window and dash on through for the window to the north. Never mind the screaming.

Now leave the building, head north again, and make a running jump for the open window. The women within are afraid, but you announce that you're just passing through. Why not grab that gold goblet on the mantel as you do? Exit through a window in the northeast corner, then leap out onto a roof and work your way north.

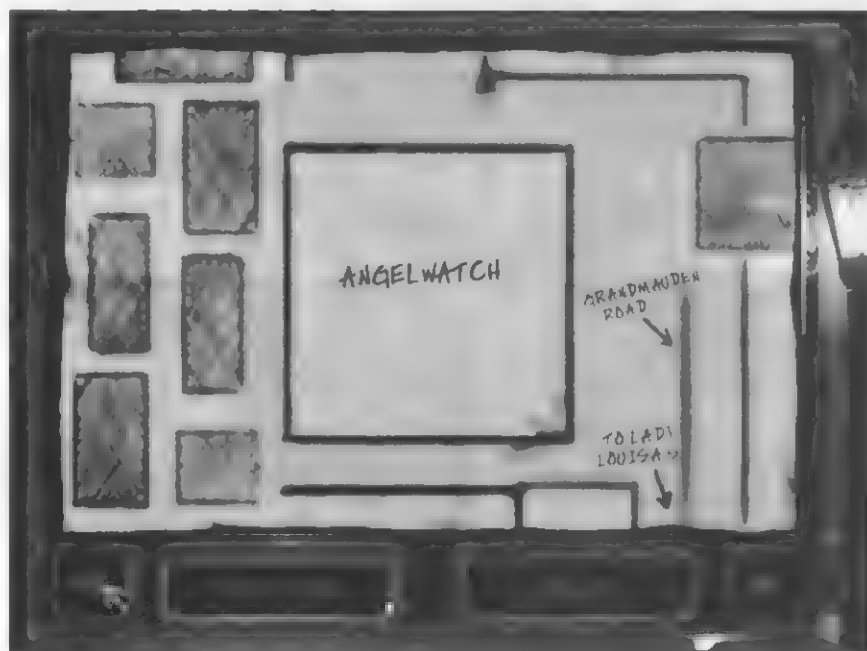


Fig. 14-30. The metal hatch is your way in.

Before too long you reach a metal construction that you can climb up to reach the roof. To the north some drunken guards stand watch, but you can dart past them to the ladder in the east wall and scale it. Even if the guards see you they won't pursue.

Now you have but to move west across the rooftop. An immense statue hangs from the building. Look below it to the electric lights that stand to either side of the metal service hatch. That's your way in. Right-click to open it, and drop inside.

Angelwatch



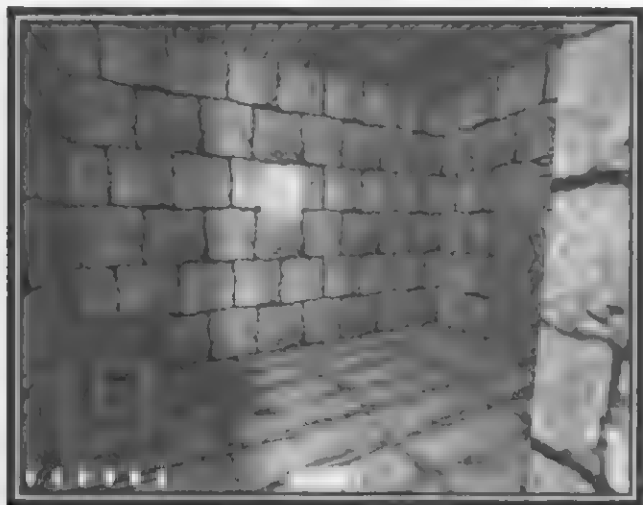
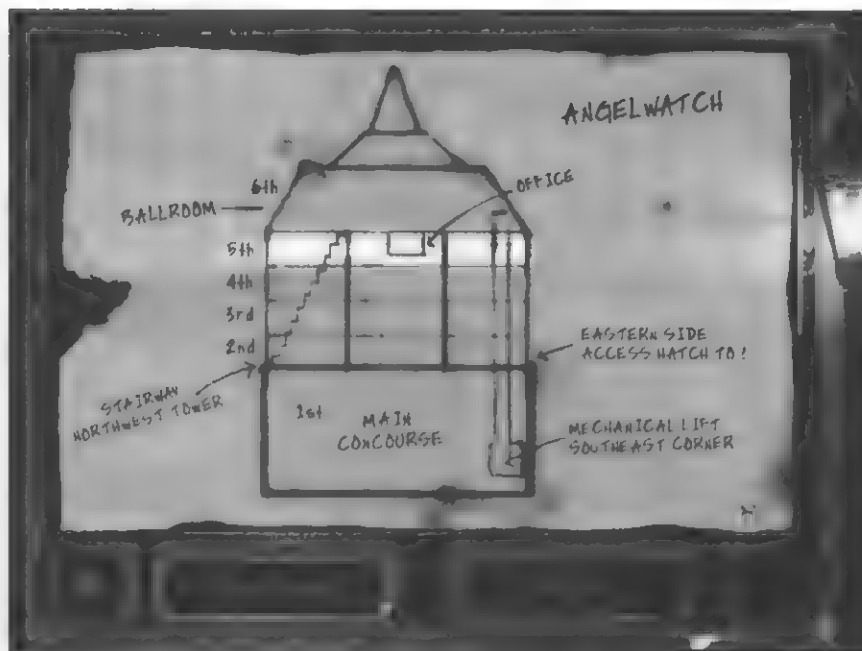


Fig. 14-31. At the end of the service pipe is a stone room.

When you drop into the pipes, reach up and close the door behind you. Crouch low and advance into the pipe. Before too long there's an opening on your right. Don't take it yet—keep going. You emerge in a small stone chamber with a torch and a door. A note informs you that

someone named Vilnia has the only key to the office, unfortunately. Douse the torch with a water arrow, then open the door and wait to one side.



Fig. 14-32. Douse the fire with a water arrow, then head north.

You have arrived at floor two of Angelwatch, and it happens to be the barracks. Listen for the guard that patrols here, then watch by leaning around one side of the door. When she turns and heads back north, knock her out and hide her in the stone room. Close the door behind her. Head north past the elevator and the opening to the west, through which you can see the chapel, where a Mechanist priest prays. You want to end up across from the fireplace. Douse the fire inside with a water arrow, then open the steel door to the north.



Fig. 14-33. The barracks.

You have arrived at the main barracks. There's no one here, so there's no need to douse the lamps. Only the footlocker in the northeast corner has anything of value. Lock-pick it to get the gold inside.

The steel door in the north of the barracks leads to a supply closet, and it has another door that leads to a wine rack. Beneath the wine rack is a door you can lock-pick open with your triangle-toothed lockpick. Inside are two gold goblets and some very nice wine.



Fig. 14-34. A mech-guard patrols just outside the chapel.

The east door off the main barracks room opens to the quarters of Vilnia, and a letter on her desk details the location of all the voice machines—along with a mention to not forget the one for a special guest. Inside the chest at the foot of Vilnia's bed is a statue worth some gold.

Exit the barracks and head east into a short hall. You should hear and see a mech-guard patrolling back and forth. Wait in the shadows for a time. From your vantage point you can see the priest—eventually, though, you should see a nobleman walk into the chapel. Wait until both are there and the robot servant heads east before you dash across. Knock both men out and drag them to the west, taking the key from the priest. (Alternatively, you can wait until the nobleman exits. Once he's gone, you don't have to worry about him coming back for a while.)



Fig. 14-35. Lock-pick the safe to snag some nice goblets.

The key opens a steel door south of the alcove next to the temple. Open it, drag the slumbering people inside, then lock-pick the door in the shelving to the south, using first the triangle, then the square. If you've been collecting the gold throughout the walkthrough, you should either have already reached your monetary objective or be very close to it.



Fig. 14-36. The speaking machine sits beneath a painting of Karras.

Now, use the key on the other door to the room. It opens onto the chapel. Wait until the sounds of the mech-guard recede and head for the speaking machine by the torch. Right-click it, grab the gold candlesticks on the table, and dash back into the other room. You'll hear a disturbing message from Karras about masked servants being handed out to guests. Karras, it seems, is not there this night. Your new objective—hear all the voice machine messages.

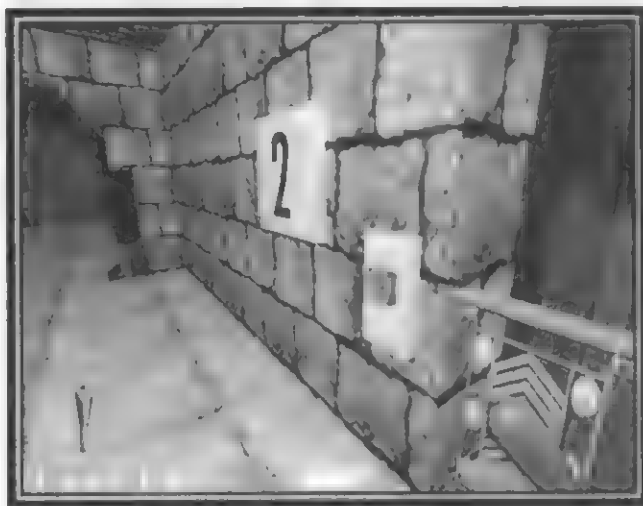


Fig. 14-37. Right-click the button to call the elevator.

Head back to the door you entered the floor by, but stop at the elevator. Right-click the button beside it to call it to your floor. When it arrives, climb aboard and look to your right for the elevator control panel. Right-click the button on the bottom to go to the first floor.



Fig. 14-38. The speaking machine on the first floor.

corridor, which ends in a ladder going up. Scale it. You arrive on the third floor and can step out through a small hole into a closet-like room.

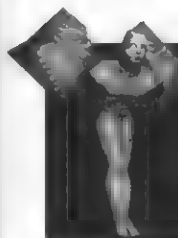


Fig. 14-39. Hide in the shadows, and wait for the guard.

and hide in the shadows on the south wall. Before too long the guard exits to the west. Wait for her to walk through the opening on your east that leads to the elevator. When she returns, knock her out and drop her in a dark shadow.

Another voice machine sits here beneath Karras's portrait. Again, once you activate it, hide in the shadows to hear the rest. Once you hear the message, return to the second floor and into the pipe that gave you entry into Angelwatch. This time, take the other

There are two guards on this floor to worry about. Look west. You can see the gallery, primarily a metal room. You may also see a guard, who walks through a door to the south of the gallery. Quickly veer west and south around the corner



Note There's also a guard that patrols the halls. Wait in the shadows when you hear him coming and knock him out. The odds are high that you'll see the female guard first.

Now enter the door in the west wall. A lady stands before a fireplace. Knock her out, drag her into a dark shadow, and open the door to the north, so you can look into the gallery. Don't get too close to the opening, because there may be people on the balconies that can see you. Activate the voice machine and move into the shadows to hear it. Karras's sibilant voice informs you that his servants are completely trustworthy and at the first sign of trouble will immediately call for guards.



Fig. 14-40. Yet another voice machine. This one sits in the gallery.

Now return to the closet where you first entered the level and head north along the hallway. You pass a fire and then come to a Mechanist machine. The hallway turns east, then north again. On your right is a door, on your left an opening to a balcony. Head right (west) to the door. There's a woman in here, and a blue chest. Knock the woman out and snag the gold in the chest by breaking it open with your triangular lockpick, then your square lockpick. Inside is 150 gold. Return now to the gallery.



Fig. 14-41. As long as you're here, you might as well take the gold in this bedroom.



Fig. 14-42. The library.

Exit the gallery through the west door and turn south. You arrive shortly at a door, and the hall veers west. Go west and open the steel door in the south wall. You have come to the library. A guard stands just ahead of you. Knock him out and drag him into the shadows. Look around the library's lower floor, then head quietly up the stairs.

On the east side of the library's second floor are a servant and a noblewoman. Sneak up on them and knock both out, then play the voice machine in the corner. It informs you that Karras has provided servants to all the guests at Angelwatch tonight.



Fig. 14-43. The ladder stretches up to the next floor.

The fourth floor has a lot more guests to worry about, and it's really not worth the trouble, so you should head down the library stairs to the third floor and the ladder, and head up it to the fifth floor. Be careful, because on the fourth floor there's an opening onto the ladderway

that the guards can see into. Wait until the noises recede before advancing onto the ladder to the fifth floor.

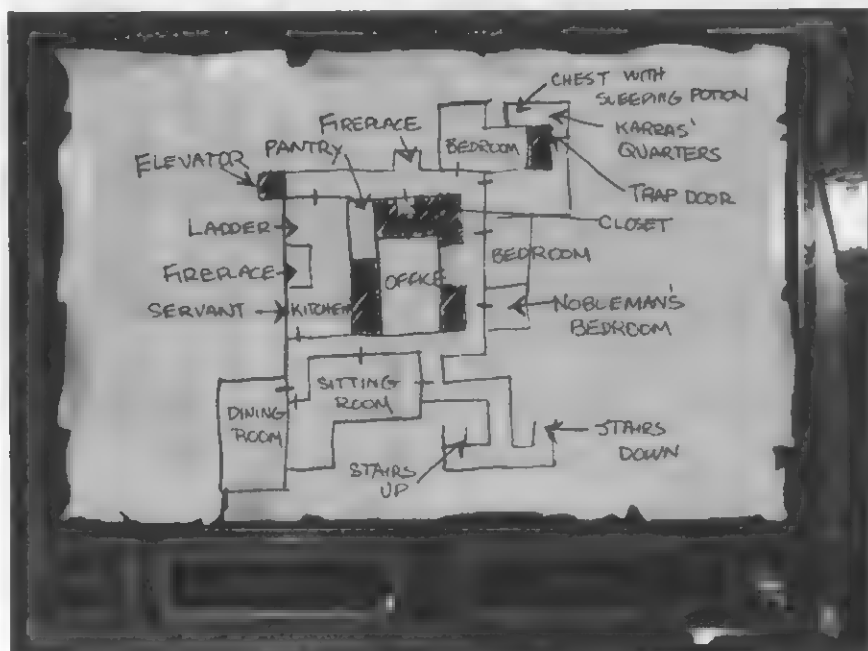




Fig. 14-44. The kitchen is dark, but you can see the noblewoman who enters.

You arrive beside the kitchen fireplace of the fifth floor. A servant waits on the north side of the fireplace. A noblewoman will walk in through the south door and out through the north, and a servant will walk in through the north door. Knocking all

of them out without any of them turning and running can be tricky. Wait for the noblewoman to come in, knock her out, then knock out the servant and wait to the side of the north door for the other servant to enter. He may exclaim, but you can beat him and drag him inside.

Drop all of them in the pantry to the west and lock-pick the chest in the pantry corner to scoop up some gold. Refer to the map of the fifth floor and head for the dining room, being careful when you pass the intersecting hallway. It's patrolled, and a guard stands outside the entry to the office door.



Fig. 14-45. The speaking machine in the dining room.

Inside the dining room is a valuable goblet and wine bottle worth 75 gold, as well as another speaking machine.

Go to the south hall and extinguish the fire. Hide inside the fireplace and wait for the guard to stroll by. Knock him out and drag him

into the broom closet across from the fireplace. Be sure you take his key—it opens Karras's quarters.

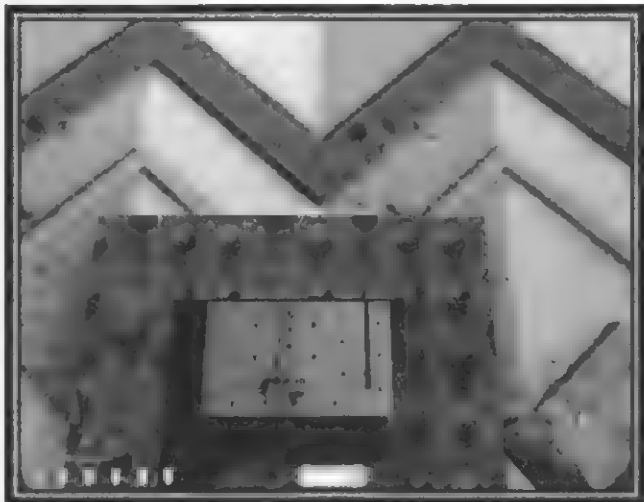


Fig. 14-46. The safe opens, and inside is the new scripture you're looking for.

Use the key to open Karras's quarters, and pick up the key beneath his desk. Now turn and place a mine between the door and the desk. Head on around the corner and help yourself to the healing potion in the chest there, then use the

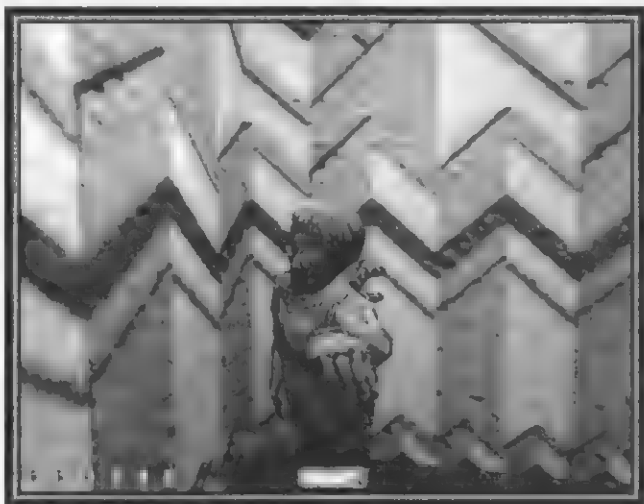


Fig. 14-47. The golden servant. Scare him so that he runs into your mine.

triangular and square lockpicks to open the safe and read the new scripture of the Master Builder. Take a look—Karras seems to think that he'll be bringing a new paradise to the world. Hmm.

Now arm yourself with a fire arrow and look around the corner. There's a weird little golden servant there, and the moment you draw a bead on him, he runs. Fortunately, he runs right into your mine. Save that fire arrow for another time.



Fig. 14-48. Right-click the statue's eye.

Return to the hallway, advance to the statue, and right-click on its eye. It opens up a chamber just south of the statue, where there are two gas arrows, a healing potion, a speed potion, and two gas mines.



Fig. 14-49. When you knock this fellow out, drag him out of the fireplace.

Advance to the bedroom on the northwest side of the floor, open the door, and walk inside. Knock out the man standing before a fireplace and pull him out of the hearth before he catches fire. Liberate his gold and drop him on the bed.



Fig. 14-50. The two guards lie in the hallway after your gas arrow attack.

where you dropped the nobleman and close the door. Now advance to the stairs.



Fig. 14-51. The sixth-floor banquet hall.

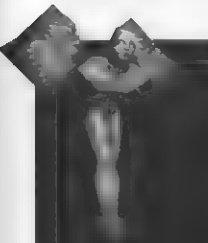
At the top of the stairs is a light switch. Right-click it—this dims all of the lights on the sixth floor. Open the door, crouch, and sneak west and then south around the edge of the room, past the mech-worker playing the harp, and activate the speaking machine. You've now heard all six messages. This one mentions that the servants given to the nobles will occasionally leave home for adjustments, courtesy of a device called the guiding beacon.



Fig. 14-52. Leave Vilnia where she is and run for the elevator. You're nearly out of time.

Now creep around the corner and eavesdrop on the conversation taking place between Vilnia and a guard. Be ready with a gas arrow, but listen closely to what they say. You learn that the servants are a deception and that they can be controlled,

and you hear again about the rust gas Karras mentioned while you were eavesdropping on him.



Note If you want to scoop up a final bit of gold head east around the side of the banquet hall and you can nab some from the three nobles. You may have to use a gas arrow on the couple on the southeast side. Don't bother if you only have two left—you need them to take out Vilnia and some guards on your way back home.

Now use either a gas mine or gas arrow on Vilnia as she leaves. When the guard she was talking to starts to come after, either gas him or stun him with a flash bomb, then knock him out. In any case, grab Vilnia's key and take the elevator down to the fifth floor.

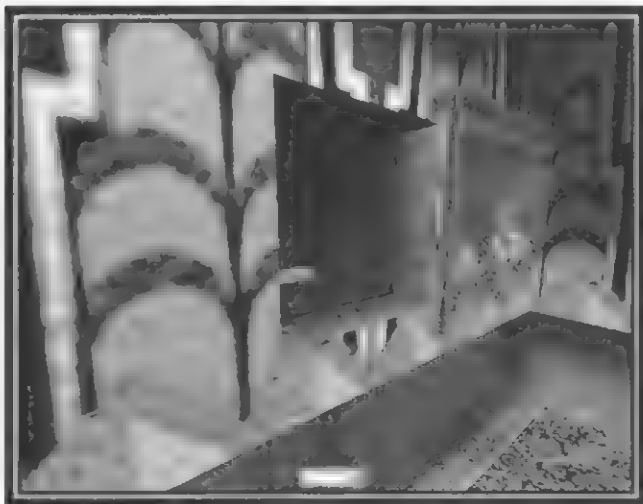


Fig. 14-53. Press the button under the desk and the painting slides aside. The schematics you need are behind it.

Once on the fifth floor, return to the office via the route through the kitchen. Vilnia's key opens it. Inside is a speaking machine—and if you right-click it you discover that Karras was expecting you! Quick, move to the desk and press the button closest to the wall behind it. An alarm sounds, but the painting on the wall slides aside and you can grab the Mechanist schematics—information on the Cetus project..

Safe Return



Fig. 14-54. A Mechanist prowls along the rooftop south of Lady Louisa's suite.

Now get back to the kitchen, climb down the ladder, and head for the hatch that leads to the outside world. There's a surprise outside—a Mechanist guard is stationed on the rooftop below the hatch. Unfortunately, she's but the first of many. Take her out any way you can without killing her. It's even possible to jump and run past her. Run past the drunken guard and drop down to the roof outside Lady Louisa's place. Remember to crouch when you drop so you make less noise.

Head toward Lady Louisa's suite via the east side of the roof—a Mechanist guard is stationed on the west side. Once again, run through Lady Louisa's suite. Another Mechanist patrols on the roof to the south that you must reach via the ladder. If you have any gas mines left, they work nicely against her.



Fig. 14-55. *Return to the bank you looted earlier, but don't go inside.*

When she's unconscious, jump back down the way you came, to the Dayport Traders Bank—the building with the white pillars. Instead of going back that way, though, climb up through the open window to the south. You arrive in an empty room with

an open window to the west. Climb through the window and up the ledges to the rooftop to the west. Keep moving west and look south. You can drop down into a small rooftop courtyard with a wooden door. Crouch as you drop so that you make less noise.

You arrive in a small storage room with some stairs. Below an archer patrols. Take him out with whatever you have left, and open the wooden door at the bottom of the stairs. You come to another stairwell. At the bottom is a door, and beneath the stairs is a small alcove with two chests. The closer one holds a cooking pot, but the second has a healing potion.

Advance through the wooden door. A cook is in the kitchen, but there's no need to worry about her. Extinguish the fire in the fireplace, then climb the ladder inside it. You emerge on a rooftop. To your south stairs lead to the roof that the shutters beneath the astronomer's nook opened onto. Go through those shutters, back up through the astronomer's place, and back out through the window to the east, toward the bell tower.

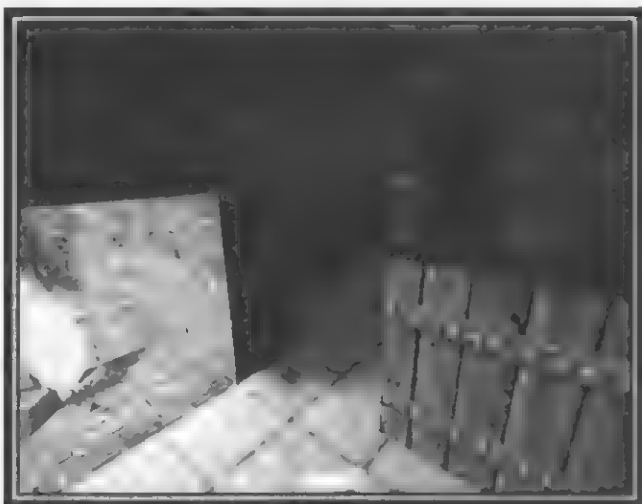


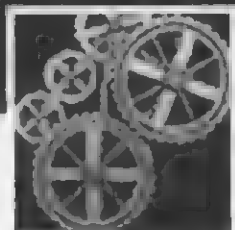
Fig. 14-56. There's a ladder behind this fire. Extinguish the flames with a water arrow.



Fig. 14-57. The final guard slumbers in the corner after running afoul of your last gas mine.

Be careful—there's one more guard, on the rooftop just west of the bell tower. To climb there you must stand in the space between the two skylights in the stone roof. A gas mine will work nicely against her, or an invisibility potion. Now head back to the bell tower and drop inside, where you started. The mission is complete!

15



Precious Cargo



KARRAS IS FANATICAL BY NATURE, BUT NOW I FEAR HIS AMBITION AS WELL.

Mission Summary

When the mission begins your goals are to rescue a Pagan agent named Lotus, find another excerpt of the new scripture of the Master Builder, and kidnap a Mechanist named Cavor. Before long you learn that there's a hidden base below the Mechanist outpost and discover that Cavor's nowhere around. You also find the *Cetus Amicus* itself and decide to sneak aboard for a trip to the mysterious source of Karras's artifacts.

Obstacles: Guards, electric eyes, mech-guards, a ghost, and long swims.

Supplies: Gas arrows, moss arrows.

Objectives

Normal

- Kidnap Cavor and find a way off Markham's island.
- Find Lotus.
- Find and read another passage from the New Scripture of the Master Builder.

Hard

In addition to the normal objectives, you must also find and retrieve an antique navigation globe.

Expert

In addition to completing the normal and hard objectives, you must also:

- Find the long-lost pirate treasure of Captain Markham.
- Don't kill any Mechanists.

The Way In

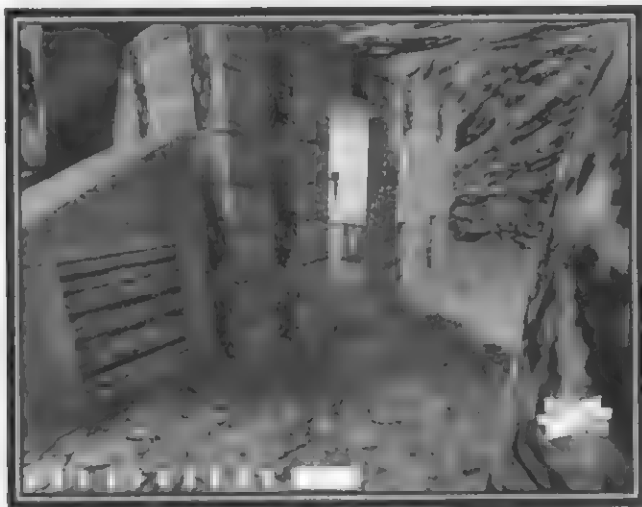
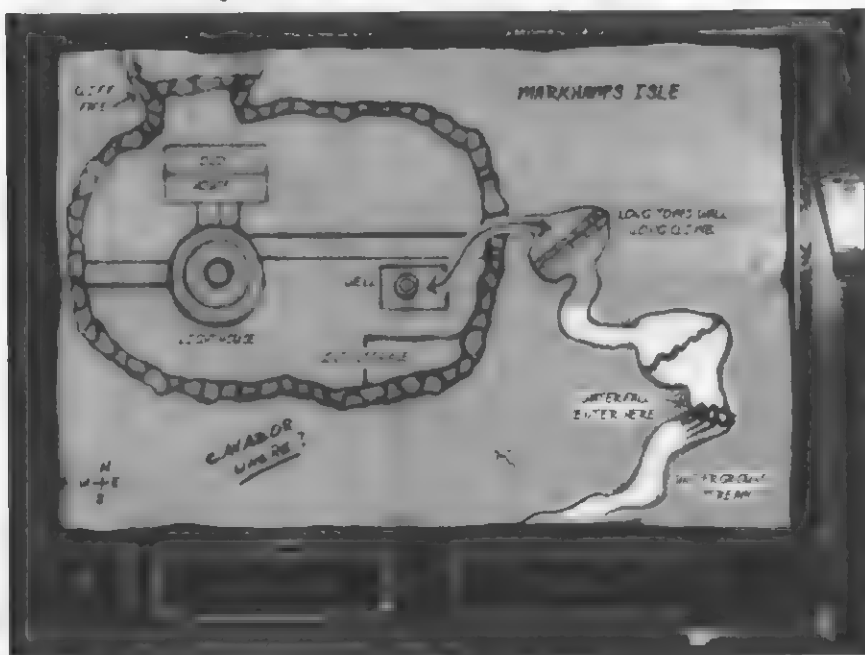


Fig. 15-1. A single torch burns in the pirate's old shack.

When the mission begins you face a Mechanist drilling machine to the south. You're also in imminent danger of discovery, so don't loiter. Head south, then west, and you should see a shack. Dash into it and douse the torch inside with a water arrow. Grab the two water arrows and two fire arrows sitting in the window.

Outside the door is a rock pillar. After the guard marches by to the east, hide behind the pillar until she marches west again. Now clock her in the head with the blackjack and drag her into the shack. A journal sits on the desk, and it tells of the construction of an underground facility. It mentions that some pirate buildings have been converted and expanded with Mechanist building material.

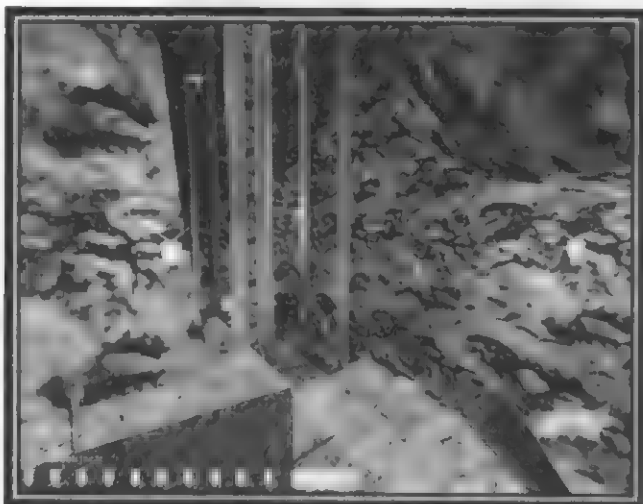


Fig. 15-2. *The elevator shaft stretches high overhead. Naturally you shouldn't plan to ride it.*

head west. Follow the tunnel until you come to an elevator shaft on your left. On the right is the way in. Descend the steps, then crouch and move east, toward the glowing mushroom.

Pull yourself up onto a ledge, then climb your way up a series of ledges. It is, as Garrett says, a long way up. Eventually you reach a rock on the north side of the chamber, and a green vine hangs to your east. Jump to it. An electric eye turns back and forth up ahead to your west. To your east, stuck in the rock, is a gas arrow, but be careful to grab it only when the electric eye is looking the other way! Scale the rope while the eye is looking away, and when you climb high enough and stop moving, you're in darkness. Watch the electric eye some more, wait for it to turn away, then leap for the vine to your west. Again, scale quickly.

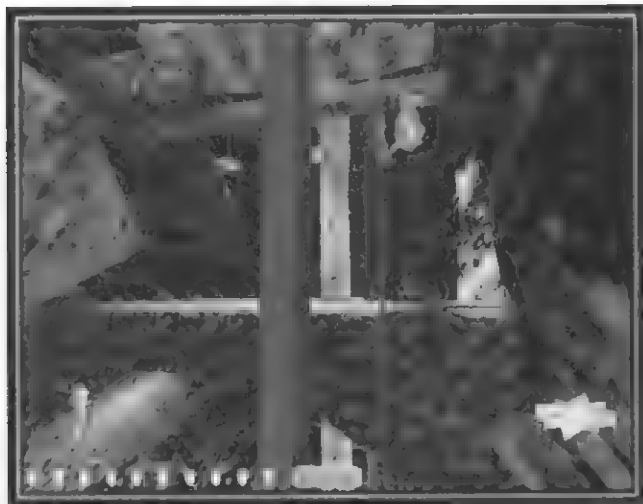


Fig. 15-3. The electric eye can see you as you climb the vine, so ascend quickly.

Once there, leap down to the rock to your east. You're likely to be spotted by the electric eye, in which case it will sound the alarm, but don't worry. From that rock, leap to the vine to the south and scale it just a few feet. Leap to the ledge to the

south, then crawl into the passage that opens onto it. It leads down onto a walkway above the electric eye. Crawl onto the walkway and right-click the switch to turn off the eye, as well as its companion on the third level above.

Note If you miss the vine to the south, there are more ledges on the wall to climb on, and you can still get to the hole on the ledge you want by scaling them.

Wait on the walkway until the guard below stops searching for you, then drop down to the rock on the south side, on the same level where the guard stands. Brain him from behind, then move the lever on the right to the down position. Now look to your east, where the same vine you jumped to earlier hangs. Scale it once more to the rock you leapt to moments ago, and from there climb to a final vine. You can climb it all the way to the third level.



Fig. 15-4. Right-click the switch on the right.

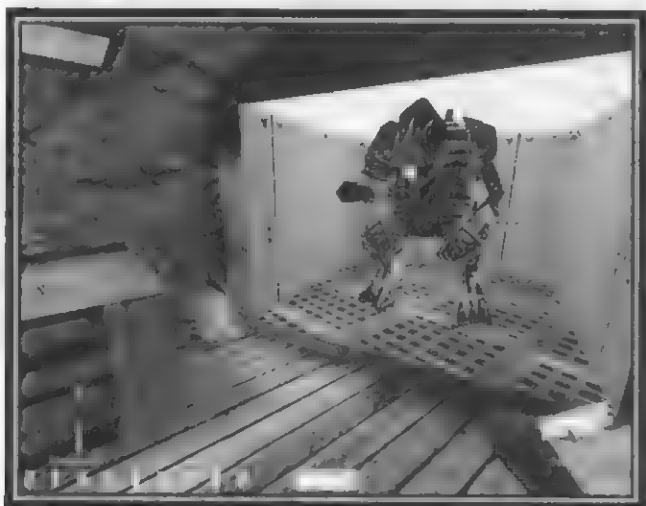


Fig. 15-5. This mech-guard is deactivated, fortunately.

Once there, jump to the rocks on your east. You're at the east end of the third level. A guard stands to your west. An opening looms to your north. Another guard patrols here from time to time. Wait for the patrolling guard to move back west, then dash through the opening to your north. You arrive at a laboratory. Don't worry about the mech-guard. The note on the counter beside him says that a Pagan damaged him. I wonder if the note is referring to Lotus?



Fig. 15-6. *The view from the well. The lighthouse rises on your west, directly ahead.*

Head to the east end of the laboratory, onto the wooden planks. An opening faces north. If you climb into the opening you reach a pool of water, into which a stone column hangs. Inside the stone column is a rope—you're at the bottom of a

well. Climb the rope, but listen closely for the mech-guard patrolling above before pulling yourself into the light.

Once you scale the rope you can see the lighthouse to your west and the mech-guard patrolling back and forth. Wait for him to get out of range, then climb out of the well. Now douse those torches near the lighthouse. Head east to an opening in the rock wall to your north. Sneak on through.

The Lighthouse and the Antique Globe

A guard faces south on the porch of an old house. Douse the torches as you move up, then climb up on the porch from the north and knock her out. Drop her slumbering form off the porch's north side, then enter the building, through the main door for once.

Don't bother extinguishing the torches on the first floor. Go north to the foot of a staircase. Climb it. A torch flares to your west; to your east is a door. Douse the torch, then open the first door on the north side and douse the torch in there. Now return to the other north door, stand as far back as you can, and open it. You trigger a conversation between two Mechanists inside. While they talk, put out the torch in their room, then return to the room just west of this one and wait in the darkness. When the guard comes through, knock him out, then creep in from the hallway of the other room and knock that guard out as well.



Fig. 15-7. Douse the torches on the old house.

There's a hole to the attic at the hall's west end, and a lone Mechanist stands guard up there. Launch a rope arrow into the space and climb up. If you leap from the rope to the ledge of the hole you can pull yourself up and sneak up on the guard with little noise. You should be able to knock him out. There's nothing in this room, but through the door is a lever on the floor and a note from the lighthouse keeper revealing that he hid treasure on the second floor.



Fig. 15-8. The second floor. There are two guards up here. The hole to the attic is at the west end of the hall.

Once you've right-clicked the switch, return to the second floor and head east. A single door here opens onto a tiny room that has a dark hole to the north you can squeeze in through. Once inside the room you should see a panel that has opened in the north wall. Before you go through, take the four water arrows on the floor in front of it. The antique navigation globe is inside the small room behind the panel, along with some gold and a diamond ring.

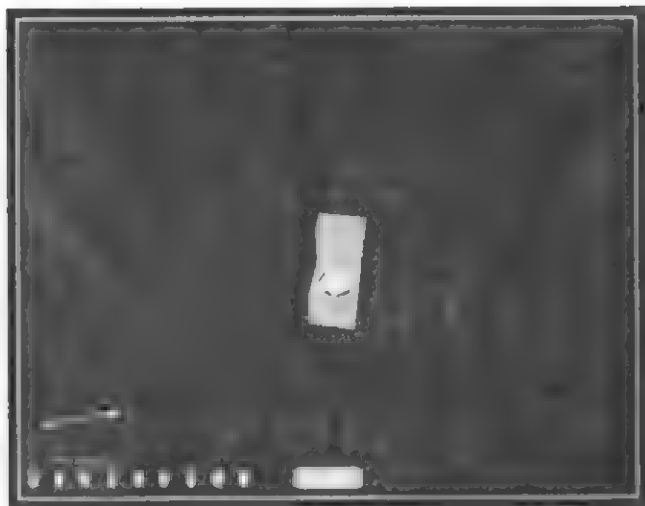


Fig. 15-9. The antique navigation globe sits behind a panel on the second floor.



Fig. 15-10. A lone guard patrols the circuit of stairs in the lighthouse.

north wall. Inside is a bag of gold on one table and three moss arrows along the ceiling in the northeast corner. Don't open the other door in the north hall, for there's a guard but nothing else inside. Return to the hall and open the door to the south, and you see a short flight of stairs. Extinguish the nearby torch and proceed down the stairs and into the lighthouse.

One guard patrols the lighthouse stairs, and he makes a long circuit. Wait in the little room between house and lighthouse for the guard to start west, then knock him out and drag him into the shadows. Now head west, up the stairs. It's a long way.

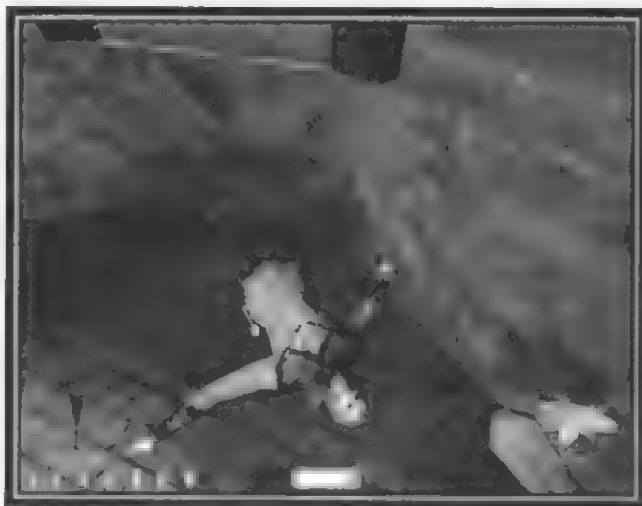


Fig. 15-11. Once the priest is floored, take his key.

take the key on his belt. You may be able to pick-pocket the key without getting off of the ladder.

Stow him under the stairs on the landing, then retrace your steps to the well. Head through the opening in the rock wall south of the well, then turn west. You arrive at the cold storage shed. The key opens the door.



Fig. 15-12. Lotus is nearly dead.

It's inside the cold storage shed, and so is poor Lotus, locked behind two metal doors. He begs you to kill him and put him out of his misery, but not before handing you a wheel peg and telling you about a man named Cavora supplying Karras with wondrous technology.

Return to the lighthouse, then step into that room you passed on the lighthouse stairs. Now select the wheel peg Lotus gave you and right-click it on the wheel (you need to stand close). Turn the wheel, and you suddenly discover that you're standing on an elevator platform.

The elevator descends deep into the rocks below the lighthouse. A corridor stretches west and a man stands at the end of it. Move quickly, though, because there's an electric eye through an archway to the south.

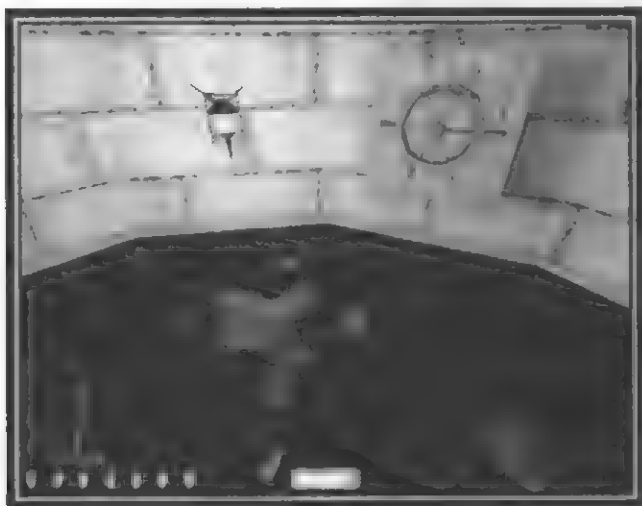
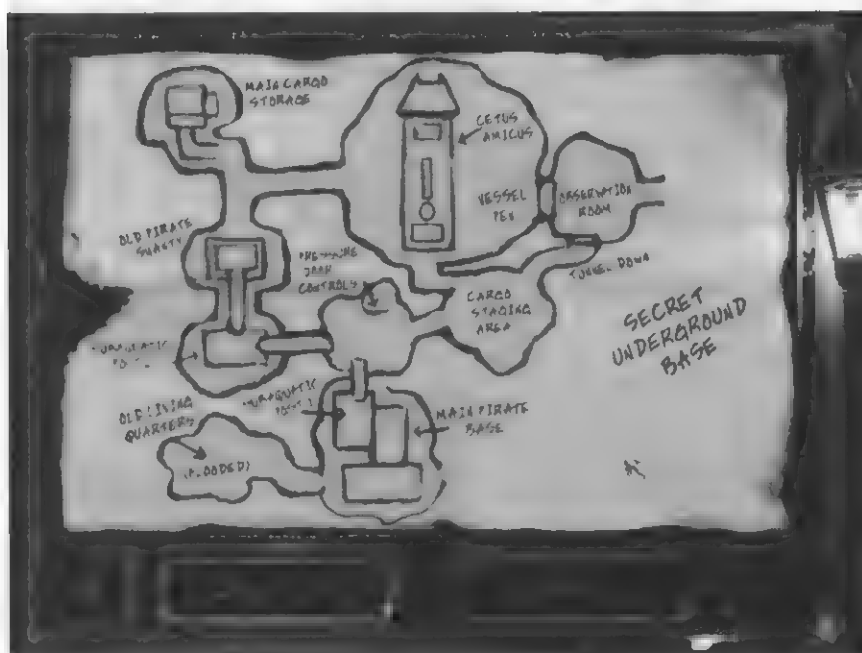


Fig. 15-13. Put the wheel peg on the wheel, then right-click the wheel. You go hurtling into the secret complex far below.

The Hidden Installation



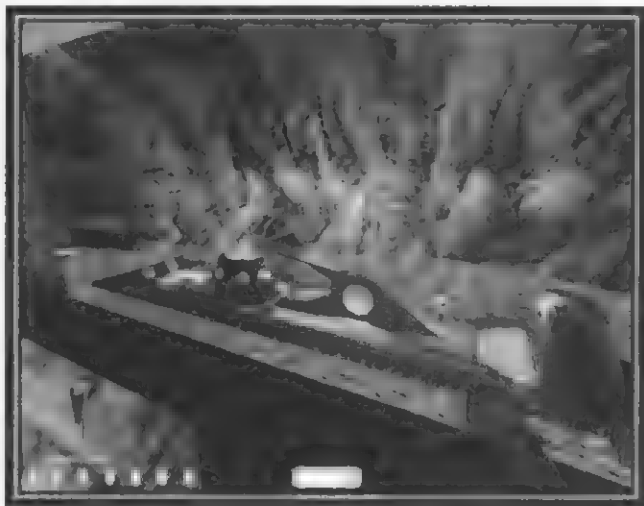


Fig. 15-14. The Cetus Amicus in its dreadful glory.

Knock out the fellow at the controls, then right-click the lever. A metal door slides up and reveals the *Cetus Amicus*, an immense iron sea vessel. You have new objectives—board the *Cetus Amicus* and find and read the captain's log to get more information about the Mechanists' secret operation.

While Garrett thinks he should board the *Cetus Amicus* and take a look around, that's not the first step. For now, dive through the opening and into the water below. Swim under or around the *Cetus Amicus* for the dock to its west. Surface for a big gulp of air, then swim under the dock. When you reach a point where you can go either north or south, resurface for more air, then swim north. You must veer briefly west, then north again. Don't surface until you've passed the bottom of the large wooden platform beyond the dock. It's actually the bottom of the main cargo hold.

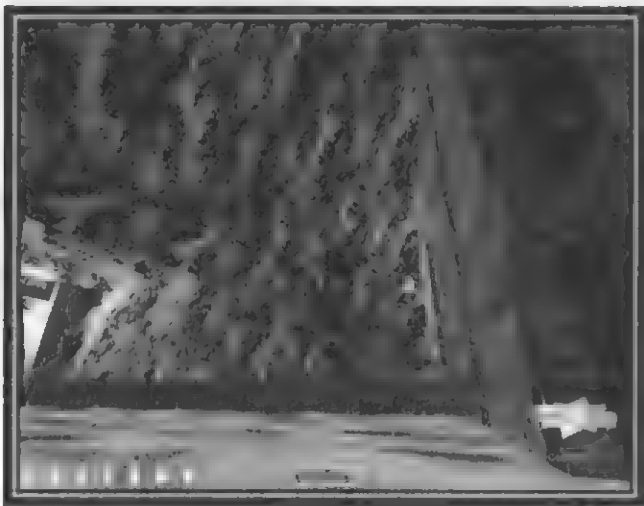


Fig. 15-15. The main cargo hold.

A small shed floats atop the water, and a single guard stands in front of it. Surface to the side of the walkway and clamber aboard slowly to knock him out. Take his key and open up the main cargo hold. Within the left chest on the west wall is the rust gas sample you need.

Use your square lockpick on the chests on the east wall, which both hold gold. Leave the guard in the shed and swim back and take the southern route.



Fig. 15-16. The south shed.

You reach another, larger wooden shed. Swim up to it from the west side, then lean around the corner to darken the torch. Drop back into the water.

A guard in a diving suit swims below, but ignore him and swim up into the building through the hole in its bottom.

Inside a metal corridor stretches south. An old wooden door opens into a room with a neat old pirate letter. A flight of stairs stretches up to the west, and you can hear voices up there. A guard stands on the steps. You'll probably have to use a gas arrow to knock her out. Go softly up the stairs, douse the torch, and find more stairs, these leading east. A door in the north wall goes out to the dock and into plain view of the electric eye. Don't go that way.



Fig. 15-17. Four keys, but where's the fifth?

From the stairwell you can aim up and extinguish the next torch. You hear a guard talking even more clearly. Move up quietly, and be sure not to miss the fire arrow and water arrow near the head of the stairs. A set of doors leads finally to a room with a guard where you

find four keys on the wall. Lean around the door and extinguish the light, then knock out the guard. Note that there are four keys, but no fifth one. Take the keys.

Now it's time to board the *Cetus Amicus*. Swim back to her.

Boarding the *Cetus Amicus*

Board the *Cetus Amicus* from the south, after you hear the guard on her outside heading in the other direction. While moving across the hull be sure to spread moss to avoid alerting every guard on the ship. You're liable to be spotted by this guard as you make your way through the hatch and lower yourself into the ship, so sneak up and knock her out with your blackjack.

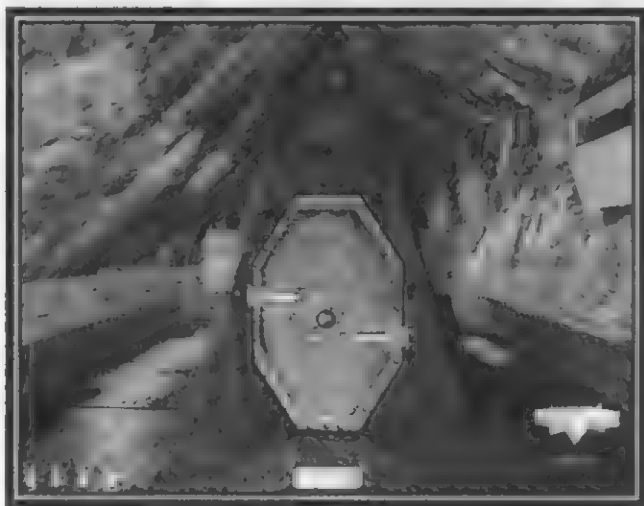


Fig. 15-18. A south door into the *Cetus Amicus*.

Enter the *Amicus*'s aft hatch. Inside the hatch leads down into the ship. Listen for the guard to patrol through the area below, by waiting for the sound of hatches opening and closing. Wait for him to head back north, and then drop down into the *Cetus Amicus*. Go into the

room on the east, the captain's cabin. It contains a logbook discussing life aboard the *Cetus Amicus*, mentioning that the key to cargo hold 5 is lost, and also revealing that Cavadore is at the KD site, where he's uncovered some new artifact that has Karras very excited. The *Amicus* is going to ship some rust gas to Cavadore to cleanse the area to prevent the growth of any flora.

The guard will return on his rounds soon and can see you through the cabin window, so crouch beside the door as close to the desk as you can get.



Fig. 15-19. The captain's cabin.

The room across from the captain's cabin has a bag of gold sitting on its desk, and the room farthest aft is a dining room, with some gold goblets and valuable wine. If you want to knock out the guard, here's a good place to do it, where you've more room and can hide behind the door. Keep a flash bomb ready, though, in case he spots you.

Head through the door that leads north from the hallway to a small chamber with a pillar. A closet on one side of the pillar holds a water arrow inside a sink. North is a small chamber with tiny storage holds to the east and west. The western hold, which can be opened by a switch on the wall, contains two flares.

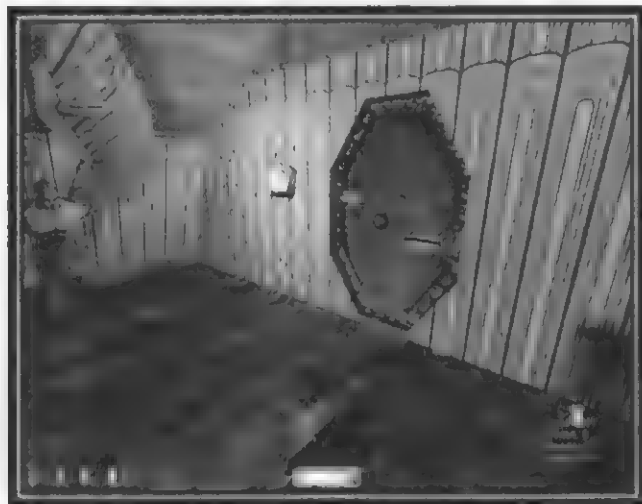


Fig. 15-20. The forward hatch, to the north, leads to another ladder.

Next to the north is a room dominated by a huge statue of an angel. Snag the gold goblet on the table and move on through another hatch to the north. Finally you reach the forward ladder. Descend to the lower level of the submarine, but

step off the ladder gently or you'll alert the nearby guard.

The Mechanists haven't bothered sprucing up the decor on the lower level. It's more metallic and dirtier than the level above. To the north is the control booth where two Mechanists sit, and you don't need to head in there. Go aft.

You arrive outside the first batch of cargo bays, 1, 2, and 3. Cargo bays 4 and 5 are through the hatch to the south. Each bay has something different:

1. One flash bomb, two mines, one gas mine
2. One speed potion, one breath potion, one health potion
3. Nothing
4. Two scouting orbs
5. Still locked—you need to find the key. This is where you'll hide once you achieve the rest of your objectives.

The cargo manifest sits on a ledge across from cargo door 5. It looks like some rust gas is supposed to be moved into locker 3.



Fig. 15-21. The cargo bay doors.

The last hatch south heads to the engine room and a hatch in the deck you can open to swim out of the submarine. You can also use it to swim back inside once you complete your objectives.

Swim back to the shack to the south—the one that opened into a metal corridor. Head into it. The rubber deck mats silence your tread, but be sure to fire moss arrows whenever you step off of them. Before too long you spot a shelf with a letter on it. It informs you that the new scripture of the master builder is somewhere underwater in a flooded living area near subaquatic outpost number 1. A glass window sits nearby, and if you smash it you can snag a breath potion and a healing potion. Don't smash it yet, though, because there's more loot to grab before you alert the guard you can hear muttering to the east.



Fig. 15-22. Read the note on the shelf, but don't smash the glass covering the potions yet.

corridor down which the guard charged. In a little niche to the south are four flares and three flash bombs.



Fig. 15-23. When the mech-guard departs, watch for the human guard to turn his back, then slug him.

for the mech-guard. If you don't hear him, step outside, hide in shadows to the left, then wait for him to patrol near and head the back in the other direction. Lean around the rock until you can see the guard, then slug him when he shifts his back to you. Drag him back into the shadows. Now head a little farther south, and before long you see a hole in the rocks on your right, where they're gray. This is a way in to the back of subaquatic post 1. Climb up, drop in, and swim.

Open the door to the subaquatic chamber by right-clicking on the big lever beside the wall. A mech-guard patrols outside, and a human guard stands 10 or more paces outside. Wait for a moment and listen

A person in an aqua suit swims on duty below. Ignore him and swim under the metal construction until you see light above, then surface for air. (Remember that by now you've accumulated two breath potions if you need them. Try not to use them until later, though, when you really will need them.)

The Scripture and the Ghost



Fig. 15-24. Take out the torch from the doorway of the metal building.

Above the surface of the water, to the west, is a metal building. Climb on to it and go inside. Ignore the three guards patrolling elsewhere. In addition to the helmets, on the shelf beside them are three mines. Now, from the doorway of the metal building, take out the torch on the wooden structure to the east. Swim over to the building and approach it from the north side. Pull yourself up.



Fig. 15-25. Wait in the shadow for the guard to near.

To avoid confusion, let's call this building the north building. Inside it, down a flight of stairs, is the entry into aquatic outpost number 1. Before you go inside, though, watch for the guard patrolling along the deck outside both the north building and the south

building. Wait in the shadow of the northwest corner for the guard to approach and then turn away. Knock her out and dump her on the planks on the north side of the north building.

Now open the door, advance up the steps, and wait for the guard to patrol close while you're at the steps to the roof. Once the guard turns back south, whomp him and drag him below. The two guards stationed above the south building will likely glimpse this and come running. You can either launch a gas arrow at them or lure them closer, leap over the side, swim into the south building through the bottom, and then cross over the metal bridge and into the rock opening to the west.



Fig. 15-26. The south building.
You can enter it through a hole in the floor.

Either way you get around the guards, you should take a look at the bottom room of the south building. Some coins are stacked on the battered table, and there's a neat old pirate note that's worth a look close to the hole itself.

The walkway atop the south building leads to the flooded living quarters. Walk over into the hole and into the water beyond, then start swimming. Keep those breath potions handy, because you'll need one soon. There's a pocket of air available in a room to the north, but you want to follow the aquatic trail west, then south, to another room. Floating in the water there is the waterlogged book that's Karras's next entry in the new scripture of the master builder. Read it—boy, Karras sounds like he's lost it. He has constructed a protective chamber in a place called Soulforge, where he will be protected from the risk of death. But death from what? What's his plan? It doesn't say.



Fig. 15-27. The metal walkway leads to the flooded living quarters and the scripture you're looking for.

To get back without drowning you need to dip into your stock of breath potions.



Fig. 15-28. The remains of the pirate ship.

Underwater, south of the aqua guard, a pile of boulders rests along the underwater wall. Swim down and heave two or three out of the way, then surface for another breath and swim into the tunnel you cleared. It's a long swim, but you should be able to make it in one trip. You

journey through a large chamber, where there's an old rowboat floating in the water, then up a rocky tube, emerging beside Captain Markham's pirate ship. A dead Mechanist lies on the stairs. I wonder what killed him? A note stabbed through the skeleton at the wheel says that if you try to take the treasure out of the hold, you'll suffer the same fate as the skeleton.

Climb the stairs to the deck and into the hold. You must dive into the water. Take a quick look around—it's hard to miss the immense treasure chest. Grab the gold inside. You immediately hear the moan of a ghost above and will be confronted with one the moment you start up the stairs.

The trick to getting past the ghost is to run. Don't hesitate, don't stop, just run for the hole you climbed out of and jump back in. The ghost can't follow. Swim back out, keeping that breath potion handy, and surface for some air.

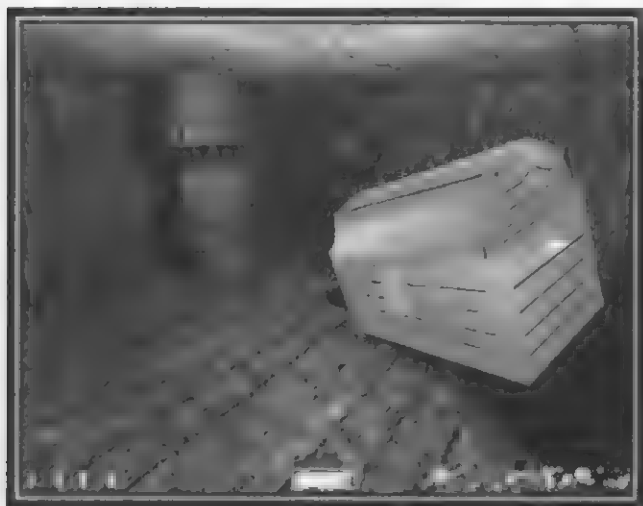


Fig. 15-29. Captain Markham's treasure chest.

The Key

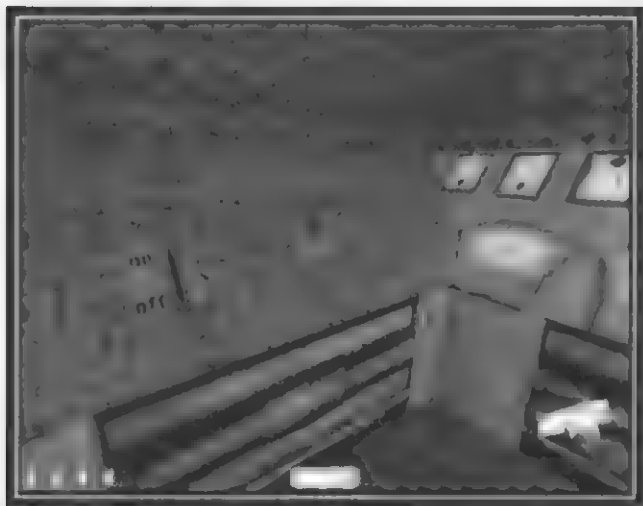


Fig. 15-30. Turn the electric eyes off by right-clicking the lever to off.

It's time now to retrieve the key to cargo door 5. Enter the north building and start down the stairs. Take the first opening to the west. This will bring you into brief sight of an electric eye, but will take you swiftly to a ladder leading down. Climb down. East of the ladder is a little room that controls the electric eyes. A guard stands sentry here, but his back is turned. There's a switch in the corner that deactivates the electric eyes. Do so now.

Leave the room and stay on this lower floor of sub-aquatic post 2. Ready a flash bomb and your blackjack. Head the only other direction from the ladder, and you wind through some tunnels. Two guards wander through here, so stay on your guard and keep those flash bombs ready.

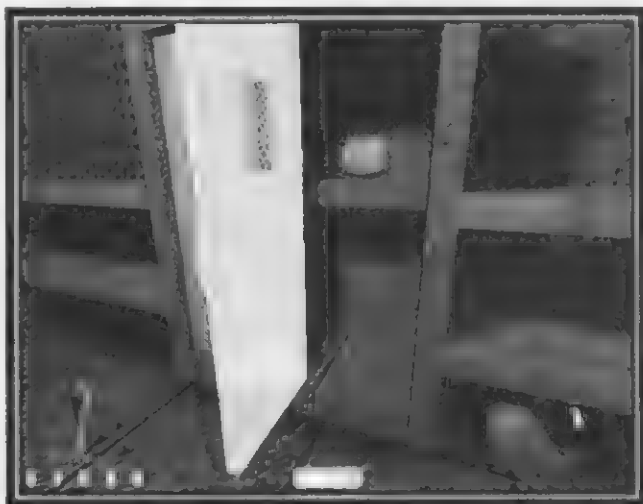


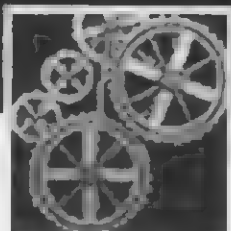
Fig. 15-31. Open the lockers and search for loot.

Head west. There's a twisting passage that leads to some lockers. Inside the lockers you'll find some gold, a flare, and a note about the *Cetus Amicus* transporting artifacts from the KD site. In one corner of the room is a hole leading to the underside of the aquatic

post. Drop in and there by a pillar is the key to cargo bay 5!

Work back to the *Cetus Amicus* and cargo hold 5. Use the key to open the door and head in. The mission is complete.

16



Kidnap



SOMETIMES IT'S THE SMALLEST LEAD THAT MAKES THE BIGGEST DIFFERENCE.

Mission Summary

As the mission begins you have just left the Cetus Amicus and arrived at the mysterious KD site. You quickly discover that this is the lost city you visited in the first *Thief* game. Things have changed, though. This time your adversaries are all Mechanists and their machines. There's some loot still tucked away within the lost city, if you can navigate through the twisting tunnels, avoid the lava, and sidestep the guards. And somehow you must retrieve Brother Cavor and sneak him out of the city.

Obstacles: Mechanist guards and priests, mech-guards, mech-workers, electric eyes, turrets, and lava. Tip for the day—don't step in the lava.

Supplies: You're stuck with only the items that you brought with you from the last mission. Fortunately, your first stop, base camp, has a few that you can snatch.

Objectives

Normal and Hard

- Find and kidnap Brother Cavor, and take him with you when you escape.
- Don't let Brother Cavor die.
- Find and read a sample of Karras's New Scripture.

Expert

The expert objectives are the same as the normal and hard objectives, but you are to kill no one.

Bonus Objectives

- Read Cavor's diary.
- Find the drill bit.

The Base Camp

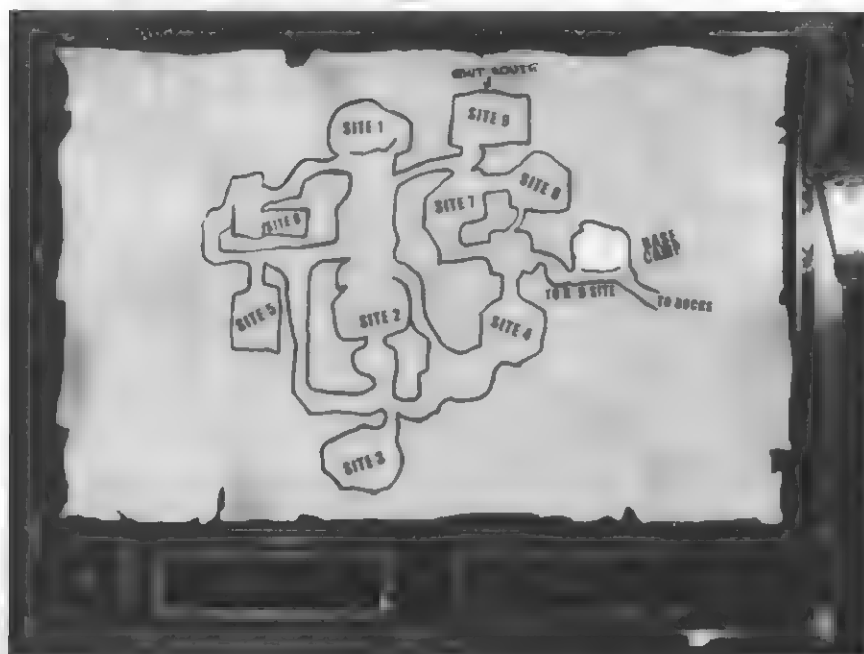


Fig. 16-1. The base camp outside the lost city.

The mission begins at the far end of a tunnel lit with gas lamps. Follow the tunnel and take the first opening that presents itself. Go west just a few paces, and Garrett suddenly realizes he's at the lost city. Check your objectives list, because you have a new one—once you find

Cavador, you're to sneak out of the lost city the way you got out the first time.

Stick to the shadows to the north and use the rocks to get close enough to sneak into the pillars. Before too long a guard wanders out of the temple to talk with the two guards stationed at the stairs before the entrance. They

discuss how to find Cavador and mention a list of his inspection route. Plan on finding it.



Fig. 16-2. Inside the base camp.

Wait for the guard to go inside the building, then follow her and conk her out.



Caution *If you're playing on expert, there's a mech guard patrolling inside! Take him out with two water arrows or just wait for him to pass by as you explore the bottom rooms—walk softly behind him until you get to the rooms you want.*

Be careful. A lone guard patrols the second floor. Take a good look at the rooms on the ground floor, because they all have some goodies locked in the chests inside:

- The southeast room contains a chest with ten broadhead arrows.
- A chest in the middle room on the east holds 50 gold.
- The northeast room has a chest with four flares.
- In the northwest room, two gold goblets sit on a table. On the floor near the south of the table is a scouting orb. In the chests are two flash mines and two water arrows.
- The western middle room has two flares.
- The southwest room contains more broadhead arrows.



Fig. 16-3. The metal door on the eastern side of the second floor.

Now watch carefully for the guard patrolling the second floor and head up one of the stairways to the north, naturally staying in the shadows. Once she passes by, conk her and take her key, which opens the locked grey door on the second floor,

and site 5 in the lost city. Drop her into the shadows somewhere and explore upstairs. Like the ground floor, there are three doorways to each side. The northernmost doorways on either side lead only to rooms with machinery. The southernmost rooms to both east and west each have water arrows hidden in a pool between two boilers.

In the middle of the eastern side is a metal door that can be opened with the key or lockpicks. Inside are two chests. One holds two gas arrows, and the other has a flash bomb. Sitting on the table nearby are two mines, a vine arrow, a healing potion, and some flares underneath. On Normal difficulty, Karras' New Scripture will be sitting on the table, make sure to read it.



Fig. 16-4. Fire arrows are hidden in the boilers.

As long as you're on the second floor, look to the northeast and northwest corners, where boilers have doors you can right-click open. Crouch low to pull a fire arrow out of each boiler. Now go to the northeast

corner, where some stairs by the furnace lead down—not the ones you ascended in the first place.

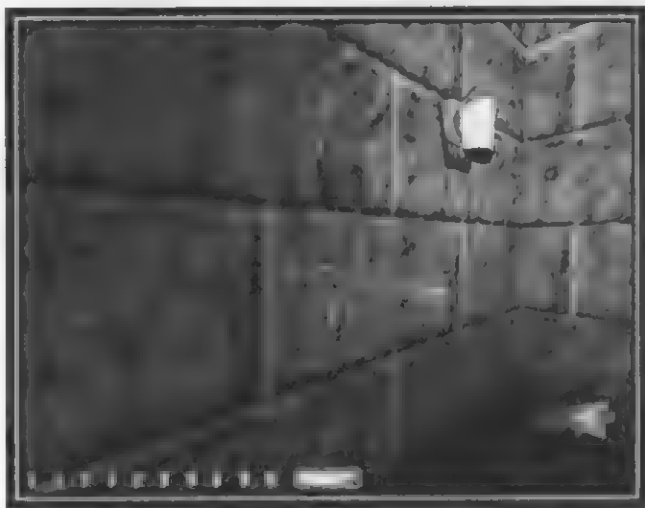


Fig. 16-5. Hit this switch to open the gate to the lost city.

There's a series of interconnected rooms down here. Two are bedrooms, and another is a big room full of mech machinery. In a chest in the large central room is a noisemaker arrow. Head west into the bedroom and pick up the health potion and scroll next to the

bed. The papyrus is a detailed map of the KD site, tagged with location names. From now on this will appear on your map screen. Head south into the next room. There is a switch on the easternmost wall, with a plate that reads "KD Site". Click the switch down to open the gate to the lost city. A scroll on a table on the other side of the room tells you Cavor's route through the lost city. Pick it up but make sure you don't read it yet!




Caution A mech-worker wanders around down here, but he makes enough noise that you should be able to hide in the shadows before he spots you. Don't waste your water arrows on him—you need to conserve them. Run away from him and out of the temple if you must.

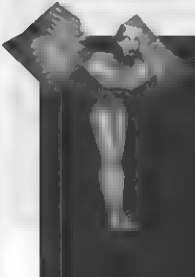
The Lost City

You got what you needed. Now head back out the way you came in and march west along the passageway. Before too long you come to an open passage. Go in.

Now it's crucial to refer to your map, because they don't call it the lost city for nothing.



Note If you don't wish to stock up on extra items, it is possible to go straight to Site 5 and continue your playthrough. You can use your map to get to Site 5, and skip to the Site 5 section in this chapter.



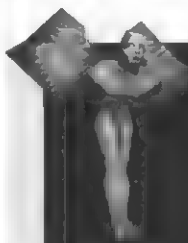
Note Once you read the map of Cavador's route he begins his rounds. If you're playing on normal or hard, he continues circling through the sites, while on expert he visits the sites only once before returning to his quarters in site 5. He only remains at each site for 25 or 30 seconds, and while he's there and for a few minutes after, a green light at each site is active. If you don't want to take him out as suggested in the walkthrough, it's possible to ambush him north of site 2 and south of site 1 where there are few guards and lots of shadows.



Fig. 16-6. Two Mechanists discuss Brother Cavador and the hunt for burricks.

Walk softly as you head up the ramps, and before long you hear two Mechanists talking about the hunt for burricks. It seems that Cavador's so frightened of them that he always wears a gas mask. Shortly after the guards finish talking one

more guard patrols through. Wait for all of the guards to leave, then head west, up the stone ramp leading to sites 1, 2, and 6.



Note The lost city is infested with Mechanist guards. Many remain at the sites, but others are on wide patrol, and it would be next to impossible to describe all of their routes. As you move from site to site, listen and watch for nearby guards. Keep your blackjack and flash bombs ready, but don't use your flash bombs unless you have to, because you need them to get through some of the sites. Also keep an eye out for the coin purses on the belts of passing guards—some are overburdened with a surplus of gold.



Fig. 16-7. A fire arrow rests near the lava.

At the top of the ramp, duck into the stone structure on the right and up the stairs. There's an invisibility potion on the second floor and a valuable bottle in the south-west corner. Head back down and go north at the next corner and then east at the next intersection. You'll

see a ruined building to the north that has lava flowing inside it; crouch down inside to find a fire arrow.



Caution Guards patrol through this area. Stay sharp, and knock any out that venture close. Keep those flash bombs handy.

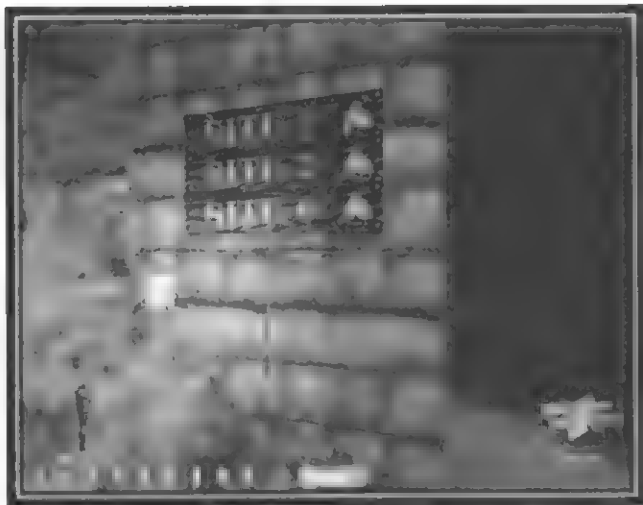


Fig. 16-8. This sign hangs to the west of the building with the invisibility potion. Head west through this structure.

Return to the building where you found the invisibility potion and go west from there through a stone building with the sign for site 1, 2, & 6. If you put out the torch, this is a good area to knockout any patrolling

guards. Continue west until you come to a rocky corridor. Another lamp burns on your right, and on your left is a dark passage. Head into it. At the end you spot a torch and a sign leading to site 4. You're on your way to site 2, however. Douse the torch.



Fig. 16-9. The sample of Karras' New Scripture rests just inside the back entrance of site 2.

Head up the ramps to the east, and before you know it you stand before the back entrance to site 2. Walk inside. On the ledge is the sample of Karras' New Scripture that you have been looking for. Apparently

Karras has nearly finished his protective chamber and handed out all of his servants, and construction of the guiding beacon is underway. Head west through the doorway and around the corner. There's a room with a sleeping guard, and in the chest at the foot of his bed is a flash bomb.



Fig. 16-10. Grab the gold plate, but go no farther.

Leave his room and head west through a small hall with a barrel at the far end, then look north. There's no good way through here, so there's no point in going. Just step out a little ways and grab the gold plate sitting on the ledge, then creep back into the shadows and out of

site 2, back the way you came in. This is as deep as you want to go into site 2.



Fig. 16-11. On the way to site 4.

Now head south from site 2 toward site 4. Pass a burning torch on the wall and move down toward a section of railway. There may well be guards patrolling this area, so watch your step and, as usual, stick to the shadows. Don't climb on the railway, but follow its trail

beneath. You veer east, then north toward site 4, and come to some ruins. There's a flare in the first open building. Keep following the railway. It veers east, then north and then you'll see a ramp leading up on the left. A valuable green tapestry is inside the open building on the east side, and four water arrows are sitting on the ledge further down to the west. If you are able to get any deeper inside site 4, you will find one broadhead, one gas and three water arrows, and one scouting orb inside one of the buildings. However, there are two cameras and multiple guards patrolling that area, so you'll probably want to stay clear.

You'll also want to avoid site 3. It does have two gas mines in a chest, on the upper ledge, and two flash mines in a chest at the bottom, but it also has a mech-guard in addition to some humans, and to get to the chests you must take a long series of ladders or a spiraling path that leaves you wide open for attack. It may not be worth the ammunition you'll lose to get those mines.

Head north out of site 4 past the ramp, and take the first left at the lava pool, heading east. If you follow this windy corridor up and around, you will eventually end up in the large tunnel that connects site 1 & 2 (check your map). There is a wooden ramp to the southeast, with a site 6 sign. Take the ramp and continue heading east, and you'll find yourself in front of site 5.

Site 5

When you reach site 5 the first thing you have to do is avoid the camera at the entrance. As usual, wait until it's looking the other way, then run beneath it. It doesn't look toward the double doors, so you can walk up toward them unopposed.

Once in front of the double doors, use the key you took from the guard in the temple to open them. First, though, lean toward the door and listen at it, because there's a guard whose rounds take him toward the door. If you happen to open the door while he's on patrol, you have to take him out with a flash bomb.

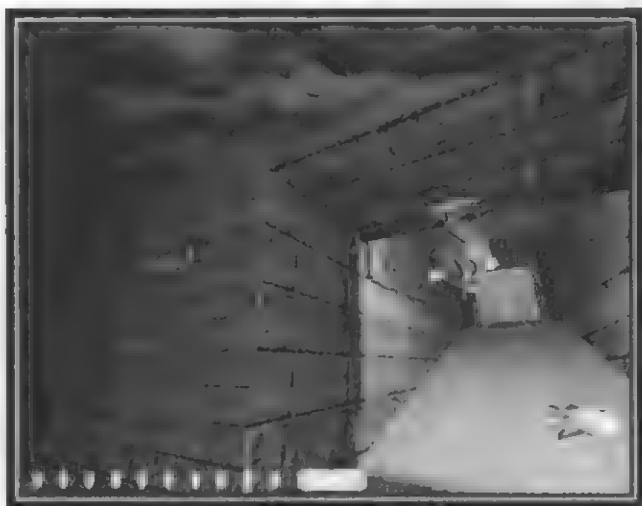


Fig. 16-12. The camera at the entrance to site 5.

Once inside, ignore the hall on your right. A camera hangs over the stairwell to the south, but you have enough time to run under it before it can sound the alarm. There's a short dark dead-end on the left if you need to duck into the shadows.

Further south is a hallway with several doorways. If you haven't yet read the New Scripture of the Master Builder, another copy is sitting in the room

on the left (east). Across the hallway to the west is a table with some loot worth grabbing, and a small tunnel leads west from there to a boiler room, where there are two water arrows in a niche to the north. From the boiler room you can see the stairs to the second floor.



Fig. 16-13. There's loot in site 5.



Fig. 16-14. Get ready to KO the sleeping guard.

Return to the main hall and keep moving south. You pass a torch on the wall and come to a metal door on the east. There are two chests and a sleeping guard inside. Creep over in a crouch and knock the guard out before looting the chests. Both must be lock-picked—one holds 100 gold, the other a flash bomb.

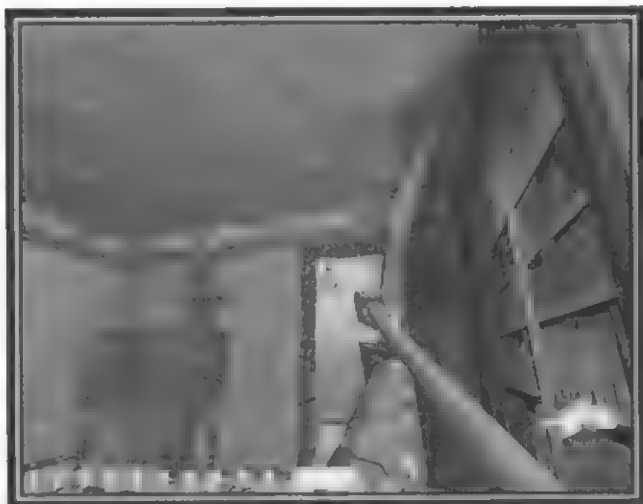


Fig. 16-15. A doorway to the east looks out on to a torch you should douse.

doorway, to the north. There's no loot here, but through a doorway to the east you spot a torch. Douse it and lean out into the hall.

A guard to the north changes direction every few moments, so that he's looking toward you only intermittently. Return to the first hallway on this second floor and stand beside the torch you just doused (the room you just exited will be on your left). Kneel and extinguish the torch between you and the guard.



Fig. 16-16. Extinguish all of the torches in the hallway.

Advance into the shadows you made, then duck into the first cul-de-sac, to the west. Look east and douse another torch. A tiny room to the northwest contains a chest with a speed potion.

Cross the hall and open the metal door. Guards sleep at each end of the room. Sneak up on each by crouching and wield the blackjack. There's a chest with some gold in the northern area.

Return to the hall. Almost the whole hallway is in darkness now, and you can get very close to the guard at the end of it.

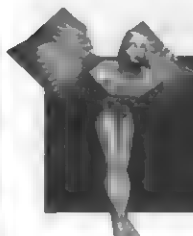


Fig. 16-17. The guard has his back turned, but not for long.

Wait until the camera is looking away and the guard's back is turned, then slug him and drop immediately back into the shadows, leaving the guard where he lies. Retreat farther down the hall, ready your gas arrow, and look at the scroll you found in the temple. It reveals

Cavador's route and is the trigger that gets him out of site 5. The guards will come out, with Cavador. When they're all headed at you, launch the gas arrow. Make your shot count.

One guard wears a special helmet that protects him from being knocked out—only gas works. Cavador is wearing a gas mask, and he'll run. Chase him and thump him with your blackjack. At this point you've knocked out almost every guard in the building. Only one remains.



Note If you have already read the papyrus with Cavador's route, you will probably have to go out and find him along his route.



Fig. 16-18. Inside Cavador's quarters. The moment you read Cavador's diary, you achieve a bonus objective.

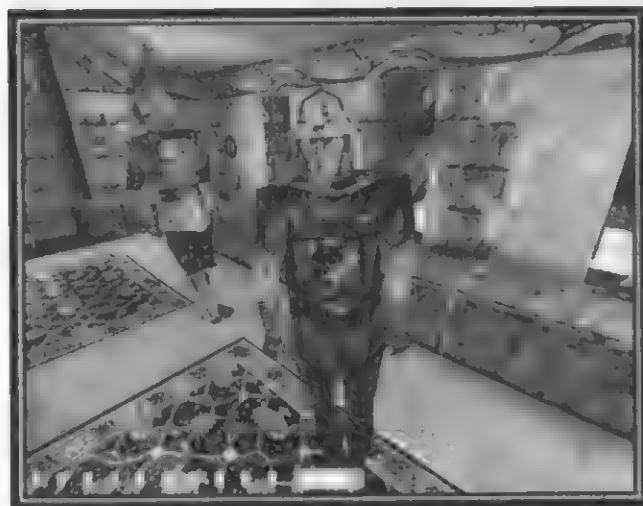


Fig. 16-19. Cavador and one of his guards.

There's a single guard inside Cavador's quarters, unless the alarm has sounded, in which case she rushes out with Cavador and the other guards. Use a flash bomb on her. Inside Cavador's quarters are two gold candlesticks and a journal on the desk—

Cavador's diary, which may prove useful indeed. There's also an arrow next to the brazier.

The Way Out



Fig. 16-20. While carrying Cavador from site 5, you see some lava. Turn right.

Once you pick Cavador up you can't use your compass or weapons, and you move very slowly. You must occasionally set Cavador down, to check your compass and open doors, or use arrows. The speed potion will help you move faster for a short period of time. As everyone is unconscious inside site 5, it doesn't really matter if you alert the electric eyes on your way out, and you likely will. Just ignore them. Leave site 5 with Cavador and head left. Follow the rocky trail until you see some lava, then turn right, still following the trail. Pass the stairs on your left and you eventually see a small sign guiding you on toward site 3.

Take the first passage left—not the little cul-de-sac that dead-ends after a few feet but the actual path that leads into darkness. It winds a bit, then opens onto a place where you can go right, into a lighted area, or left. Go left.



Fig. 16-21. The sign on these ruins indicates that site 1 can be found in either direction.

A torch flares on the left wall, and more ruins appear ahead. Douse the torch. Move on toward the ruins and turn left, heading up the ramp. A sign says both directions lead to site 1. Head left and grab the moss arrows in the middle building along the way.



Fig. 16-22. A group of Mechanists at work in site 1.

You arrive at site 1. Some Mechanists are talking below. Ignore them and stick to the shadows against the wall as you move forward—you can even crouch while carrying Cavorador, making you less visible but reducing your speed. Follow the path around to a boiler. Beside it

are two flares and two water arrows. Set Cavorador down and backtrack to the three barrels you passed as you headed toward the boilers, about 10 paces back. There's an old tapestry there worth grabbing, in front of the red barrel.

Return to the boiler and pick up Cavorador, and keep following the trail to a wooden bridge—there's a dark opening just before the bridge to your left. Take the dark opening.

Set Cavorador down when you see the light ahead. Douse the torch gleaming on the far wall, then dash into the shadows near that wall. An electric eye below may spot you, but you can keep moving before it sounds the alert. Once you're in the shadows on the other side, look back toward the electric eye and knock out the lamp beside it. The entire area's in darkness now. Stay on the path, to the left.

It leads up and winds a bit. When it opens back out, there's a ramp to your right, and the path continues on the left (and opens out below); set Cavorador down again and follow the rocky path. It leads into a building. Next to a bucket inside is a stack of coins. Crouch low to enter the building softly, sneak over and grab the gold, then continue south, still crouching. You can see site 7 through windows on your right. Just make sure they don't see you.

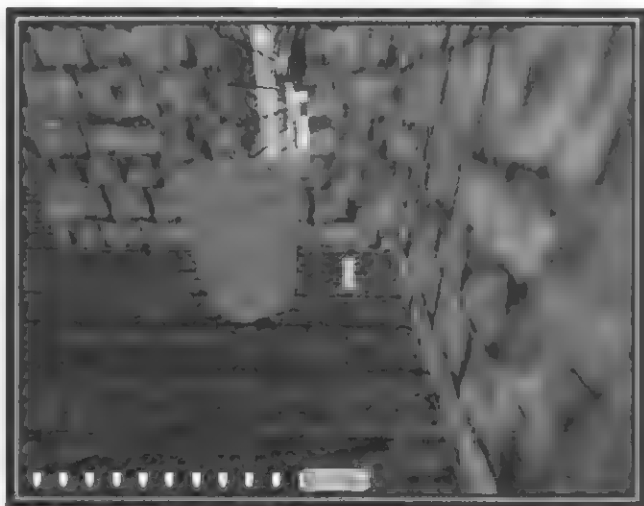


Fig. 16-23. A stack of coins gleams beside this bucket.



Fig. 16-24. You need to dash to the space between the buildings to the north.

You come to a room with a hole in the floor. Fire a vine arrow into the grill above the hole, then climb down it. Advance east, then hide in the doorway's shadow. Your goal is the opening to the north. Be warned, though; there are guards nearby and an electric eye to the west. Wait until the guard isn't looking, then run for the opening. You have just enough time to make it before the eye sounds the alert.

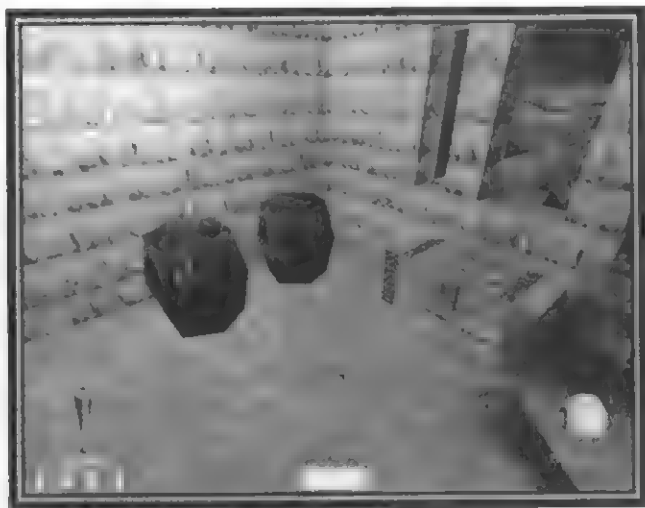


Fig. 16-25. The chest on the second floor in site 8.

When you get to the other side, head through the east doorway. You'll pass some lava on your north. Stay low, stick to the shadows, and follow the path east. Your goal is the lighted building to the far east. A chest in that room contains a gem. There's a

guard below, though, so you must move quickly. Once you pick the lock and snag the gem, run back the way you came, scale the vine, get the vine arrow back, and return to Cavorador.



Fig. 16-26. The table at the edge of site 7.

Before you pick him up, check your compass, head west to the bottom of the ramp and douse the torch, then go east along the ground. Below the cliff you were just walking on is a sign indicating you're at site 9. Douse the torch above it, then look south.

Watch for guards and the camera, and when they're turned away, quickly grab the gold sitting on the table and run back out of site 7.



Fig. 16-27. Beyond this doorway, inside site 9, is the exit.

Return for Cavor and head north with him toward site 9. The entrance is below, across from site 7. It's pretty deserted, but it does have an electric eye in the hall just beyond the two entrance rooms. Leave Cavor in the second room past the

entrance and ready a fire arrow. Lean around the west corner and blast the electric eye. Pick up Cavor and take a left.

You end up in a bedroom with a set of stairs and a chest. Take the stairs to the next floor. They end in a hallway, and when the hallway hits an intersection turn left. A mech-worker wanders around up here. If you go right first, there is a chest with a gas arrow at the end of the hallway.

Left, though, leads you to a room that ancient lava has invaded. If you want to do anymore exploring of this level, including the bonus drill bit objective, put Cavor down and leave site 9. If you wish to end the level, continue into the next room, and move through it to the escape route, from your first visit to the Lost City in the original Thief.



Note Feeling especially daring? There are two more sites left to visit, and one has an extra objective. Before you go through that final doorway, set Cavor down, and see what you can find at sites 6 and 7.

The Other Sites

Site 6



Fig. 16-28. You can shoot the mech-guard from the first building in site 6.

As usual, avoid the camera and don't take the main route in. To the south of the main entrance is a smaller, dark tunnel. Creep down it and pretty soon you can hear the two human guards talking. One is sure that someone's stealing goods

around here, and the other is highly skeptical. There is a mech-guard here as well. You need to stick to the shadows against the far wall and go east into the empty building.

Once you are in the building, look up and shoot a vine arrow into the wood beam on the ceiling and climb up. Get the vine arrow back and sneak out on to the ledge. Carefully drop down on to the lower ledge and walk around the lava. Climb up, then move forward while avoiding the lava pit. Sneak out on to the ledge and grab the three fire arrows, the invisibility potion and the drill bit.

When you take it, you achieve the bonus objective: it seems that the Mechanists are looking for this drill bit, and by taking it away you've just made their lives more difficult. Heh.

To get out of there safely, a noisemaker arrow or invisibility potion will help. Drop down off the ledge and run like the wind!

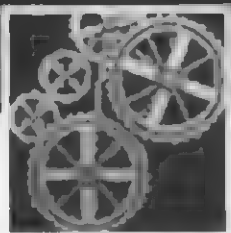
Site 7

Fig. 16-29. Site 7. Do you feel lucky, punk?

Site 7 is heavily guarded and shouldn't even be attempted unless you have some flash bombs or gas arrows left. There's some gold and two scouting orbs in chests on the second floor of the south building, and some more gold hidden on a ledge above the stairs. Use a

vine arrow or climb on the side ledge, then crouch and move forward to grab the gold. In the west building, there is a flash bomb, a noisemaker arrow and a health potion. There are two electric eyes and four guards. Try to group the guards together with a noisemaker arrow and gas them. Take out the rest of the guards with flash bombs.

17



Casing the Joint



WE CAN'T AFFORD ANY DELAYS WHEN THE MASKS ARRIVE. KARRAS IS HOLED UP IN THE MECHANIST CATHEDRAL, AND IT LOOKS LIKE WHATEVER HE'S UP TO, WE'RE RUNNING OUT OF TIME.

Mission Summary

Cavador has revealed some interesting secrets. It seems Karras is desperate to get his hands on the strange masks worn by his servants and a device called the cultivator. It would be very helpful to your cause if you could get some yourself. A collector named Gervaisius is getting ready to put these very items on exhibition. Your mission—infiltrate his mansion and find the secret route to the third floor, where the exhibition's going to be held. Alert no one to your presence, because that would render your efforts pointless.

Obstacles: Guards, electric eyes, turrets.

Supplies: Moss arrows to cover tile floors you must cross, along with water arrows. A speed potion or two wouldn't hurt if you've got extra cash—quaffing one at the right moment can get you around a corner before being spotted by a guard or electric eye.

Objectives

Normal

- Find out where the secret staircase is and how to access it. Open the door to make sure.
- Find some correspondence between Gervaisius and Mechanists.
- Get out to the streets.
- Don't get into any confrontations with the locals.

Hard

In addition to the normal objectives, you must find at least four secrets.

Expert

In addition to the normal objectives, you must find at least seven secrets and map at least half of the mansion.

Into the Mansion

Note Be warned—the whole point of this mission is to explore and map the mansion learning its layout as you go. If you refer to the maps in this part of the walkthrough you may spoil some of the fun ahead. On the other hand, the maps are a real help.

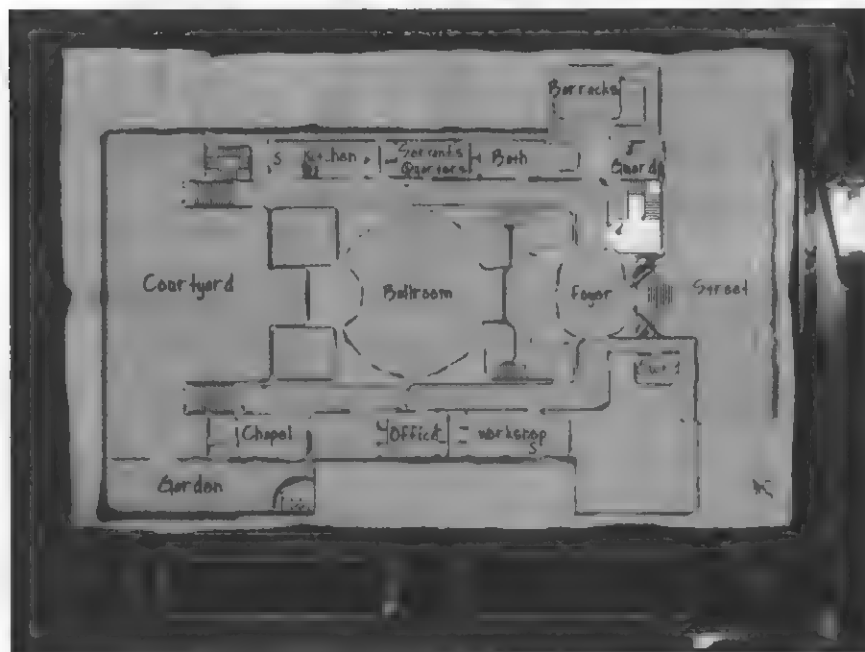




Fig. 17-1. The mission begins here, in this pool of water.

You land in a small stone pool. Gervaisius's mansion is immediately to your north. Head toward it and go north and east, to a pile of crates and a small open shed. Use the crates to climb up on the shed.

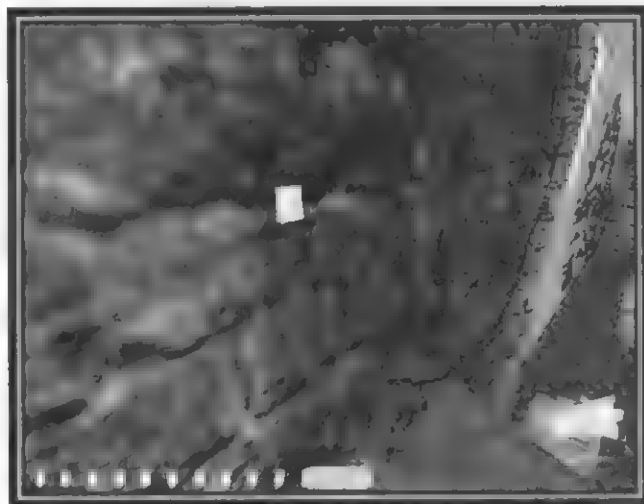


Fig. 17-2. From the shed's roof you can access a secret door switch.

Once on top of the shed you see a tiny metal box. Select it and a secret panel opens. Head inside the mansion, closing the door behind you courtesy of another switch on the east wall. Step through the curtain to arrive in a deserted chapel. Leave through the door on the chapel's east side.



Fig. 17-3. This room has three red curtains. The southernmost one conceals a secret passage.

You arrive at a smaller room with a fireplace lit by a single lamp. Dim the lamp and listen at the north door for the guard that patrols the halls. Once he's gone, exit through the door, firing a moss arrow on the tile

between the carpet and door, and quickly extinguish the lamp beside the double doors to the east. Drop a few more moss arrows to get close to the double doors, and stay sharp for the guard that patrols through them.

An electric eye and turret are along the north wall just beyond the double doors, so you're liable to be spotted as soon as you enter the hall. Dash immediately for the door to the south, which is the office, and close the door behind you.

This room's distinguishing features are the three curtains in the east wall. Select the switch beside the tapestry on the south wall, then head through the southernmost red curtain. The wall has opened into a secret tunnel. Follow it and exit into the closet at the end, then through the red curtain. This is the workshop. If you are playing on Normal, grab the cuckoo inside the toolbox on the workbench. Be sure to close the passage behind you by selecting the switch in the north wall.

Advance through the door in the east wall, by the workshop bench. Some gold coins sit on a desk, and a bank of controls enables you to turn off the cameras. (The middle switch on every control panel turns off the lighting at each station, and the lower two switches turn off the turrets if you put them in the up position. You don't need to turn off the turrets if you turn off the eyes.)

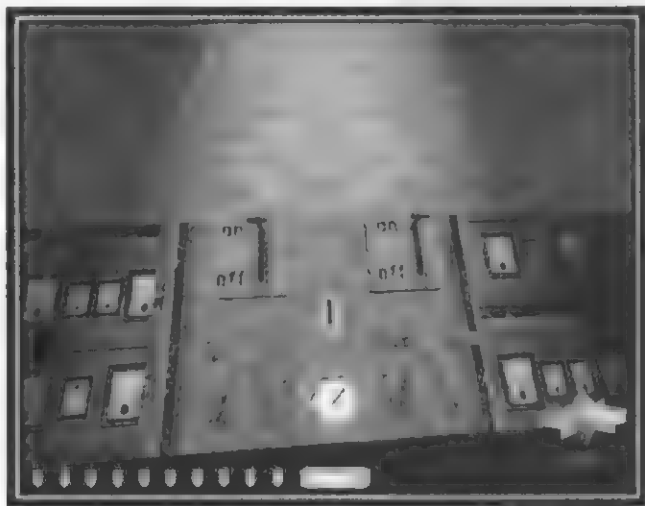


Fig. 17-4. The electric eye control panel.

corridor. Extinguish the lamp beside the door, then crouch, open it, and sneak just inside.



Fig. 17-5. Pause just inside the door to the foyer to listen to the Mechanist and the guard.

You arrive in the foyer in time to hear a Mechanist foreman talking with a guard about a missing toolbox and a piece for a broken clock—a very special clock. When they finish talking, the Mechanist leaves and the guard faces east. If you are playing on Expert, head through the doors to the west, and enter the ballroom. A toolbox is sitting on a table in the ballroom. Open it and take the item inside—it's the cuckoo for a special clock you need later. Now head back to the foyer where they had the conversation. Sneak past the guard to the north, through the door and into the hall beyond. Head straight north, through the archway where the tapestry hangs. Remember that if there are any short gaps between the carpet you can just jump over them.

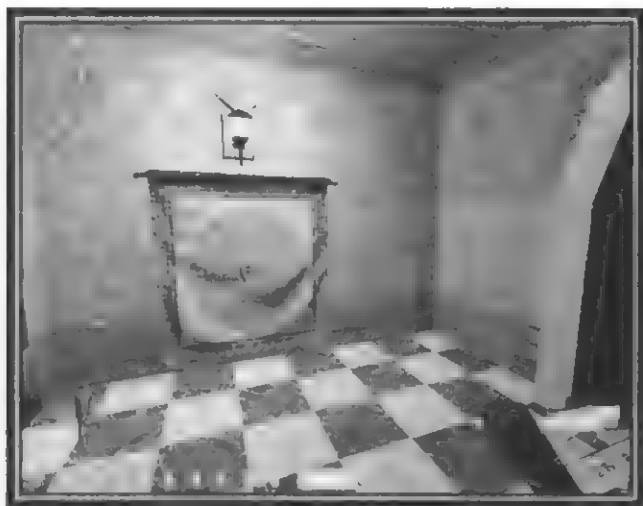


Fig. 17-6. This tapestry hides a switch.

Slash the tapestry. There's a switch behind it. Select it, and then move into the passage that opens up to your west. It has passages leading into the baths, where there are some loose coins sitting around. The servants' quarters contains chests to plunder, and the kitchen

contains a few sacks of gold and other goodies. (Note that the bathrooms are tiled, and the archways are open to the outer hall, so the guards can hear—there are so few coins that it might be best not to risk it.)

Note *you have to duck pipes in the secret passage as you go. And make sure to close any secret doors when you're through plundering.*



Fig. 17-7. Be sure to duck those pipes in the secret passages.

The room west of the kitchens has another camera activation post. Turn those electric eyes off. Exit the secret tunnel through the west door, then shut it behind you by selecting it.

Go west until you can look out the window, then head south through the door there and up the stairs. Douse the torch at the top of the stairs.

The Second Floor

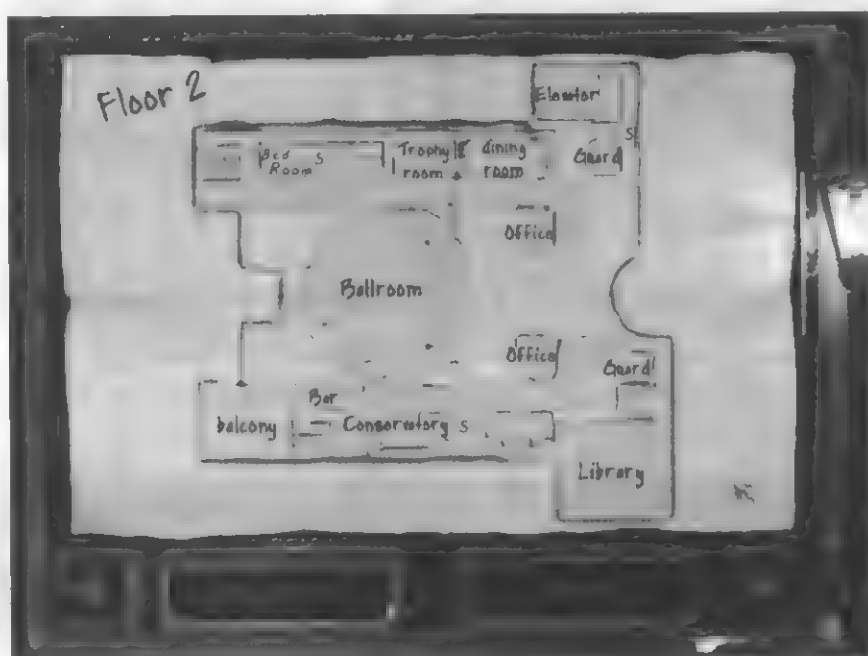


Fig. 17-8. The switch is to the east of the door frame.

Open the door at the top of the stairs and move into the hallway. It looks pretty similar to the first floor hallway. Watch out for guards patrolling beyond the archway to the south. Shoot out the lantern to the east, then head south to the archway and lean over to

select the switch hidden there. This opens the secret door in the northeast wall. Go through it. Close it behind you with the switch on the other side.

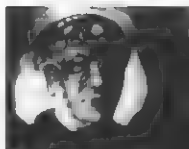
Take the first secret passage south and open it, then look through the west door that opens. This is another electric eye control room. Be careful, because an archway to the south opens onto the corridor, and a guard can spot you. Listen for him to move out of sight, then get over there and deactivate the cameras. Douse the light in the northwest corner for some protection. Return to the secret passage.



Fig. 17-9. The alcove controlling the electric eye.

The east door in this secret passage opens into the trophy room, which contains a few coins on one table and a noisemaker arrow in a chest to the south, beneath a mounted head. The secret passage also connects to the dining room, and there are a few coins on a table.

You need to stick to the main secret passage, though, and follow it east and south. Things get tricky here, because there's an electric eye to your east, and you need to dash right by it and into the tunnel to the north. Follow the tunnel around to the east, to a small alcove with an electric eye shutoff switch. Flip the switch. Now head back to the archway you ran into to get away from the electric eye.



Caution Keep an eye sharp for a guard who patrols through here



Fig. 17-10. The cuckoo you need is in this toolbox.

talking about earlier. Open it and grab the cuckoo.

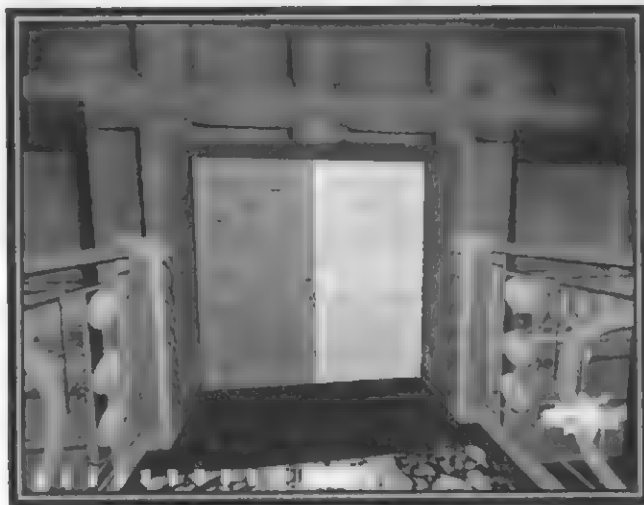


Fig. 17-11. West of the foyer balcony are some double doors opening onto the ballroom balcony.

Now return to the middle of the foyer balcony and head down the well-lit catwalk to the double doors. You're now looking down on what's normally the ballroom. Take the door to the south from this balcony, in the east wall. You're in a short hallway with a door to the south.

Listen at the door to make sure no guards are lurking nearby, then open it and sprint directly south, to the door, and open it. You're in danger of being spotted by an electric eye, so move fast. There's another electric eye control panel. Shut it off, and then grab the coins on the windowsill behind you. Go through the door to the east, where another room has three red curtains. There are some goodies in the chests in the west and east curtains and some coins lying out on a table. In the middle curtain is the entrance to another

secret passage, with the switches you've come to know. Once inside the secret passage go east.

The Library



Fig. 17-12. *The first piece of the ghost puzzle is in this book near the fireplace.*

It's just your luck—the library's haunted. A ghost materializes in front of you and says something about terrible secrets. Head east to the fireplace, where a purple book sits on a table. It's the first of a series of notes between Lorna and Giles,

who are having an affair, unbeknownst to Ashton, Lorna's husband. Giles was the chief librarian. The footsteps you hear are those of ghosts. (There are also a few coins lying on the table beside the book.)



Fig. 17-13. *The sides of each shelf are labeled with a letter.*

To learn the rest of their story, look on the sides of bookshelves, where the letters of the book section are displayed. Look in sections T, N, and Y (Y is in the window, and N is in the western N section, not the one by the door) on the bookshelves on the library's

first floor. It looks like Ashton is a wife abuser.



Fig. 17-14. Once you've read their notes and found the bodies, the ghost disappears.

spot a book to select. The moment you select it, a passage opens to show where Ashton must have hidden the bodies of the two lovers after he killed them. The ghost disappears.

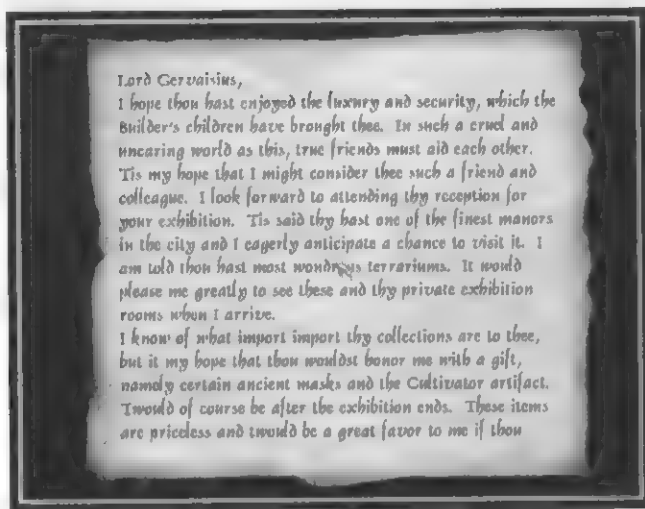


Fig. 17-15. A note from Karras.

Lord Gervaisius,
I hope thou hast enjoyed the luxury and security, which the
Builder's children have brought thee. In such a cruel and
uncaring world as this, true friends must aid each other.
Tis my hope that I might consider thee such a friend and
colleague. I look forward to attending thy reception for
your exhibition. Tis said thy hast one of the finest manors
in the city and I eagerly anticipate a chance to visit it. I
am told thou hast most wondrous terrariums. It would
please me greatly to see these and thy private exhibition
rooms when I arrive.
I know of what import import thy collections are to thee,
but it my hope that thou wouldst honor me with a gift,
namely certain ancient masks and the Cultivator artifact.
I would of course be after the exhibition ends. These items
are priceless and I would be a great favor to me if thou

Go to the second floor of the library, in the southeast-
ernmost aisle, where there
are two scrolls. (And there's a
pedestal at the front of the
aisle where someone has left
some coins.) The first is from
Ashton, who claims that his
wife and the head librarian
have run away together, and

that he's taken a position elsewhere because he's haunted by memories. The
other is a note to Lord Gervaisius from Karras himself—the correspondence
you've been looking for. It seems Karras lusts after the ancient masks and the
cultivator artifact.

The Secret Staircase

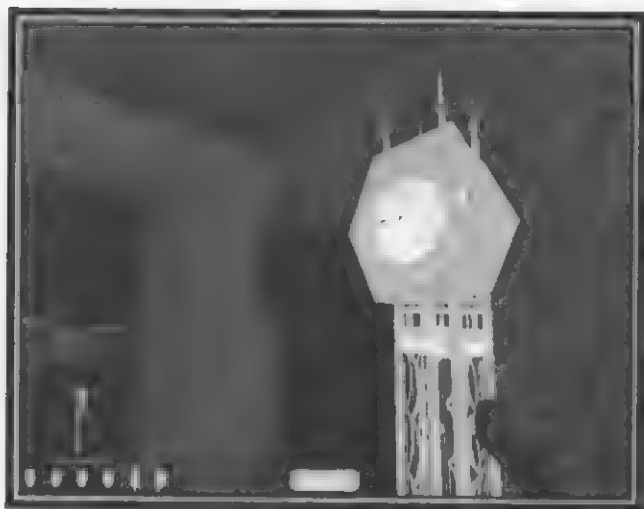


Fig. 17-16. The clock gives you access to the secret stairs, courtesy of a tiny cuckoo.

Return to the first floor and to the northeasternmost aisle, where a door opens onto a hallway. Take the cuckoo and use it on the clock standing in the hall. Select the clock hands until they move to 12 o'clock, and a secret stair opens. This is the staircase you've been looking for. Don't bother going all the way up yet—this is as far as you need to go. Hit the door switch inside the secret passage and dart out before the door closes. Now head back into the library and exit through the secret door to the west. Close it behind you.



Fig. 17-17. Look back south to douse the lamp by the door.

By this point you have probably mapped more than 50 percent of the mansion, meeting your objective. If not, carefully explore a little more. The rooms connected to this secret passage are all relatively safe to enter, if you're quiet.

Now you need to retrace your steps to the foyer balcony. Once you're before the north door, open it and look out at that electric eye. Head over into the shadow cast by the

western wooden pillar and look back south, by the door you just exited, where there's a torch you need to douse. Watch out for guards!



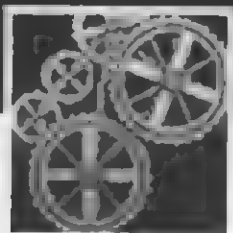
Fig. 17-18. All you need to do now is distract this guard, lock-pick the doors, and run out.

Now move to the shadow cast by the pillar to the east, then head through the doors to the stairs just east of the electric eye. Run when it's looking west, and even if it spots you it's unlikely to sound the alarm.

You're in a stairwell. Follow it down and open the doors onto the hallway. Now douse the torch to the south, then open the southern door. There's one guard you need to get past, and he's at the main entrance.

Don't hesitate long, because a guard patrols along the balcony, and another patrols the hall on the first floor. To get past the guard shoot a noise-maker arrow to the south, then head to the main door, lock-pick it, and head out.

18



Masks



NOW THAT I'VE ESTABLISHED SUCH A CLOSE WORKING RELATIONSHIP WITH LORD GERVAISIUS'S SECURITY SYSTEMS, GOING BACK IN FOR THOSE MASKS SHOULDN'T BE TOO MUCH TROUBLE.

Mission Summary

Garrett must return to Lord Gervaisius's mansion and its secret staircase to the third floor. Once there he must steal some Precursor masks by avoiding a whole mess of guards and Mechanist alarms.

Challenges: Guards, servants, mech-guards, electric eyes.

Supplies: Purchase at least one mine and a flash bomb or two. Be well stocked with water and moss arrows.

Objectives

Normal

- You must steal one Precursor mask.
- Steal at least 1,400 worth of loot.

Hard

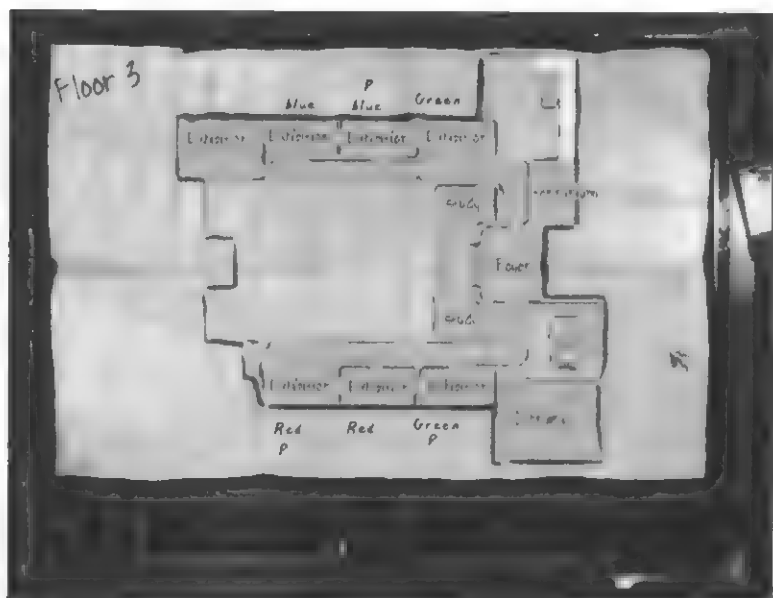
- You must steal the wooden Precursor mask.
- Steal at least 2,100 worth of loot.
- Don't kill anyone.
- Get back on to the streets once you are done.

Expert

- You must steal all three Precursor masks.
- Steal at least 2,800 worth of loot.
- Don't kill anyone.
- Get back on to the streets once you are done.

Return to the Manor

The first two floors of this mission are very similar to the first two floors of Casing the Joint. It is, after all, the same map. Retrace your route through the third floor. You face a few more guards, Mechanists, and servants along the way, but there is also some more loot hidden in the corners.



P designates the location of the Precursor masks, and the color written near each exhibition room denotes the room's walls.



Fig. 18-1. Five mech-guards patrol the third floor.

Once you've returned to the staircase and gone up the stairs, follow the passage around past an empty guard station (there's a pile of coins inside) and west. Put out the torch before you go.

A mech-guard and an archer guard patrol this end of the hall. Avoid the mech-

guard, extinguish flames, and fire moss arrows on the floor so you can wait to KO the archer guard when he swings by and drag him into the shadows.

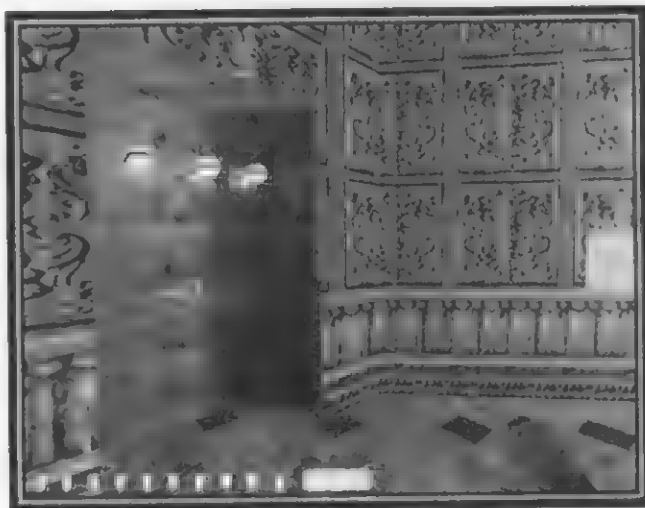


Fig. 18-2. There are three sets of alarms to deactivate.

notice the strangely colored lamps in three corners.



Fig. 18-3. The floor is tiled, so silence your progress with some moss arrows.

Look through the rooms beyond the doors on top of the stairs to the west. These open onto Lord Gervaisius's rooms, and there's some gold scattered here and there and a fire arrow in the fireplace in the north study.

In the north study, there is a switch on the lower right drawer of the desk. When this switch is pressed, a secret area will open in the south study. This area contains some loot in a chest. In the north and south studies, there is a switch on the right-hand side of each fireplace. Flip either switch to reveal a secret passage that connects the north and south studies. Both areas will register as secrets.

Return to the room with the alarms and head up the stairs to the north-east. The door at the top opens into a terrarium. Head through and up the stairs on the far side, then keep to the west side of the door and open it.

Fire moss arrows out the door on the tiled floor and then run past. The electric eye may see you, but if you run fast you can get to the door to its north—in the west wall—before it sounds the alarm.

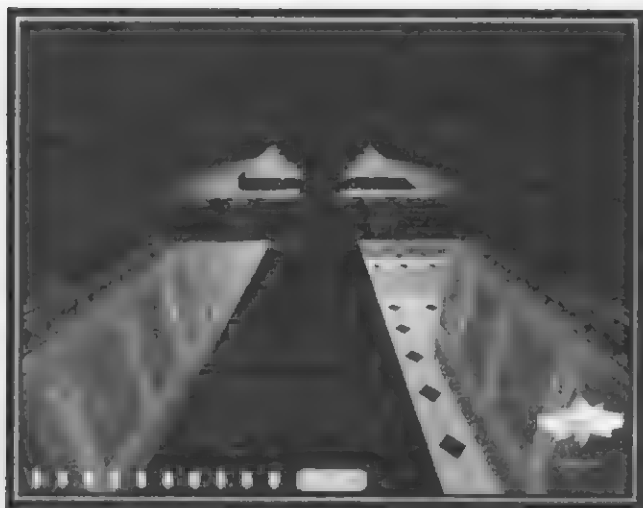


Fig. 18-4. Travel the halls courtesy of the rafters.

The room you enter through this door is the main security control room. Switch all the cameras to off, then return to the alarm room.

Three sets of three lights sit in three corners of the room. By lock-picking the controls (and then turning them off) beneath each set of

lights, you disable the alarm in the similarly colored exhibition room (for instance, when the green light goes off, the alarms are inactive in the two green exhibition rooms). You can't have more than one alarm shut off at the same time, so after you shut off one set, head on out. More on how to do that in a moment. First, the following list shows you which corner deactivates which rooms.

- Southeast corner deactivates the alarms in the green rooms.
- Southwest corner deactivates the alarms in the red rooms.
- North corner deactivates the alarms in the blue rooms.

A rafter hangs above the north and south doors to the alarm room; fire a vine arrow into it to scale up to it. These rafters lead out and into each of the exhibition rooms. Refer to the map of the third floor to see which room has walls of which color. You must journey to each set of rooms, return, turn the alarm back on for the rooms you visited, and then turn the alarm off for the next set of rooms and visit them.

Getting to the large exhibition room at the third floor's northwest end is another challenge. Head as far northwest as you can on the rafters and shoot down at any lanterns near the double doors at the hall's west end. Wait for the guards to move away from those doors, fire a vine arrow into them so you can get back up, and then drop down and lock-pick the double doors.

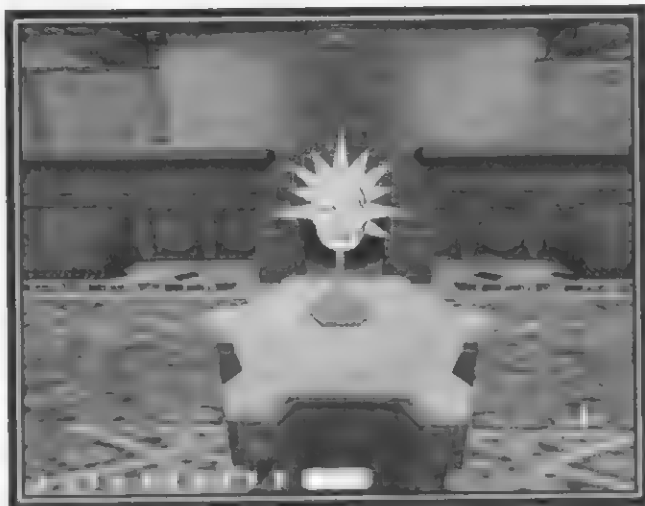
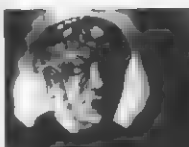


Fig. 18-5. The Precursor masks sit in three of the exhibition rooms.



Caution If you don't shut off the alarms, the moment you set foot in the room deadly gas is released, and you'll die quickly unless you immediately leave the room.

The Cultivator

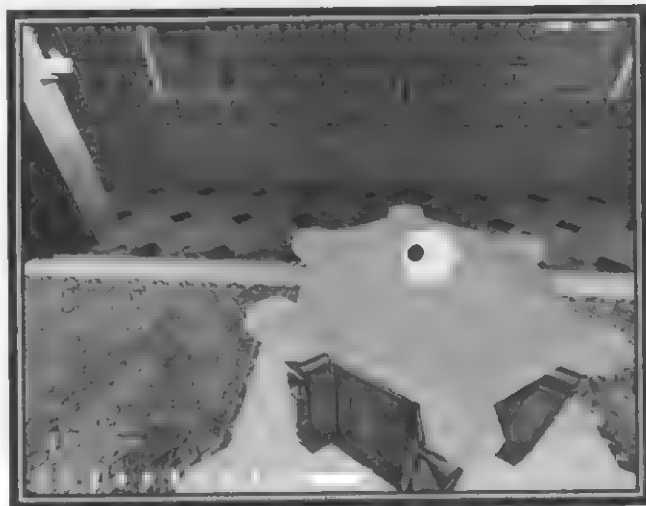
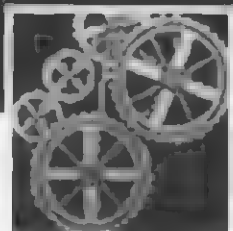


Fig. 18-6. The cultivator.

On the other side is an archer guard, so ready a flash bomb and your blackjack. A mech-guard wanders around inside the room with the cultivator, and you'd best plan on dropping a mine to get past him. Now grab that cultivator and skedaddle back to the first floor and out that front door!

19



Sabotage at Soulforge

YOUR PLAN IS SUICIDE. I'LL THINK OF A BETTER WAY. AND I WORK ALONE.

Mission Summary

Karras's master plan is revealed at last. He intends nothing less than the death of the whole city, obliterating all human life but his own—ushering in a new age uncontaminated by biological life forms! Desperate to stop him, Viktoria breaks into Soulforge Cathedral but is foiled by the mech-guards. Garrett is now the city's only chance for survival, and time is running out!

Obstacles: Guards, mech-guards, mech-workers, mech-spiders.

Supplies: While there are many frogbeasts lying about the cathedral, there are few mines and fire arrows. Take as many as you can, as well as water arrows, of which there are few.

Objectives

Once you advance to the plans room in this mission, you uncover the following objectives.

Normal

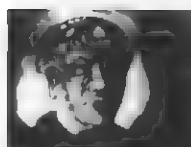
- Learn how to use the Guiding Beacon to draw the servants to the Mechanist cathedral.
- Follow the Guiding Beacon blueprints to manufacture a new one for yourself.
- Connect the Guiding Beacon you made to signal slot B.
- Adjust at least five of the eight signal towers to use signal B, the Guiding Beacon, instead of signal A, Karras's instructions.
- Don't let Karras find out what you are up to, or he won't trigger the servants.
- When the rest of your goals are accomplished, get outside before Karras seals up the cathedral and detonates the servants.

Hard

The hard objectives are the same as the normal objectives, except that you must adjust at least six of the eight signal towers.

Expert

The expert objectives are the same as the normal objectives, except that you must adjust at least seven of the eight signal towers.



Caution Many of the humans and mech-guards patrol very long routes. The descriptions of the following rooms are accurate, but stay alert. Other guards may wander in at any time.

To the Plans Room



Fig 19-1. Follow the plant tendrils north.

When the mission begins, an electric eye immediately spots you, and Karras starts prating his litany at you. Ignore him and run to the north. Exit through the northeast opening, then go north through the first opening, following the large plant tendrils.

Before too long you reach a room with a metal pulpit. Grab the vine arrows in front of it. Go east from there, but watch out—a mech-guard is on the way. Duck into the shadows to avoid him. You arrive in a large circular room. Exit through the north and stay to the east side of the rectangular room beyond, for a mech-guard patrols nearby. Look up when you reach the room's northeast side. Fire a vine arrow into the grille above.

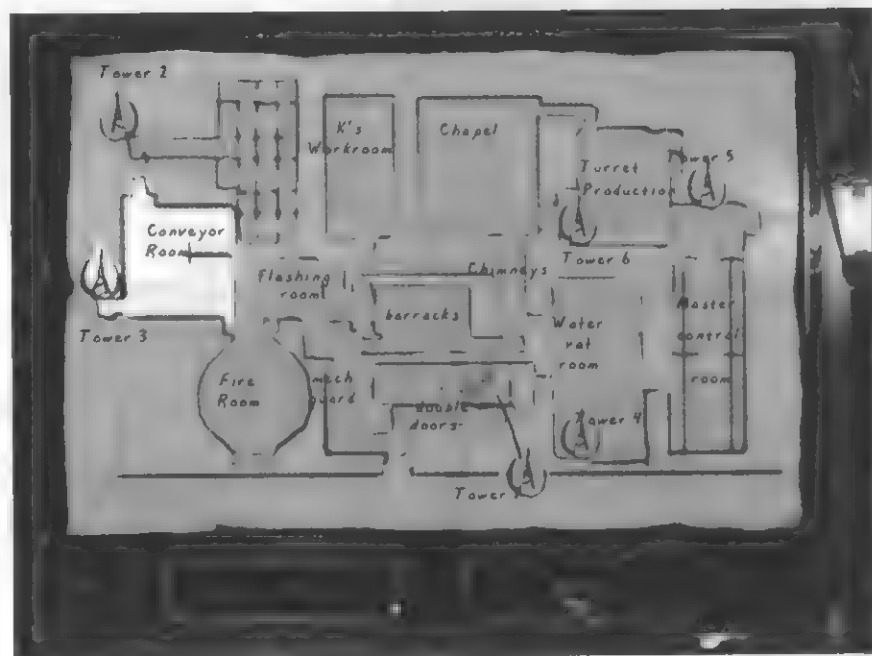
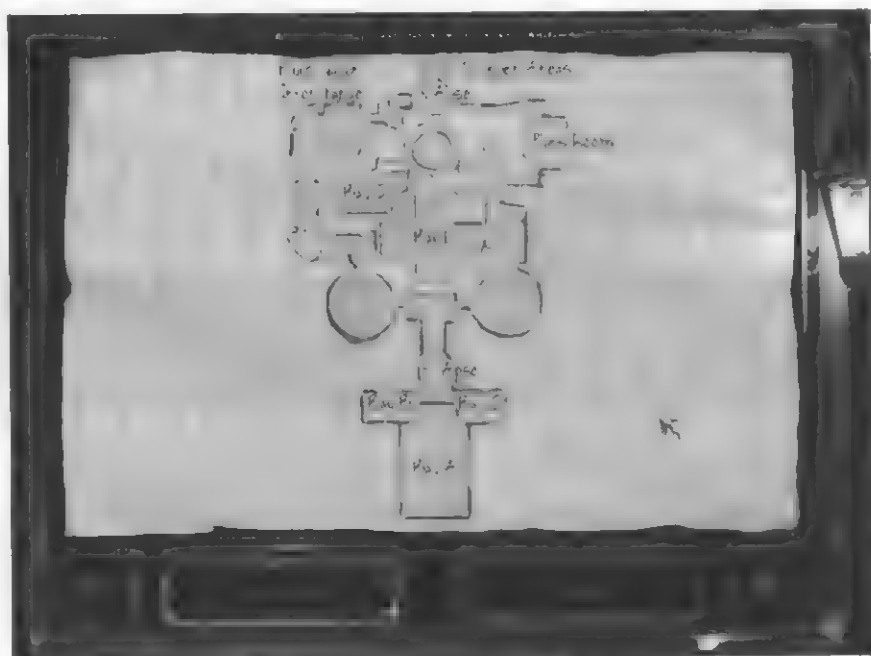




Fig. 19-2. Once you climb the vine arrow to the ledge, you can sneak through the next area unobserved.

Climb up the vine and jump to the ledge, then exit the ledge through the opening to the north. Down below is an electric eye and a patrolling mech-guard. Walk around the ledge until you reach the opening to the

north; crouch and drop down toward the floor. Watch for the human guard who comes through from time to time. Your goal is to reach the two doors in the west, lock-pick them, and plunder everything you can carry. Most of the items are weird Mechanist gadgets, but there is a mine at one end of room 1 and a flash mine on one of the shelves in room 2.



Fig. 19-3. Grab the Mechanist gadgets in the storeroom.

Once you're through looting, exit these rooms into the other room and proceed through the metal doors to the northeast. Duck before opening the door, because there may be mech-spiders on the other side, and you should stick to the shadows.

Move to the double doors on the east wall and lock-pick them open. Close them behind you. This is the plans room. Plans, blueprints, and a key rest on the table. Take the key and open the vaults on the wall. The rest of the blueprints are inside these vaults. As soon as you look at the plans you get new objectives. Be careful—while you're looking a Mechanist guard may rush in.

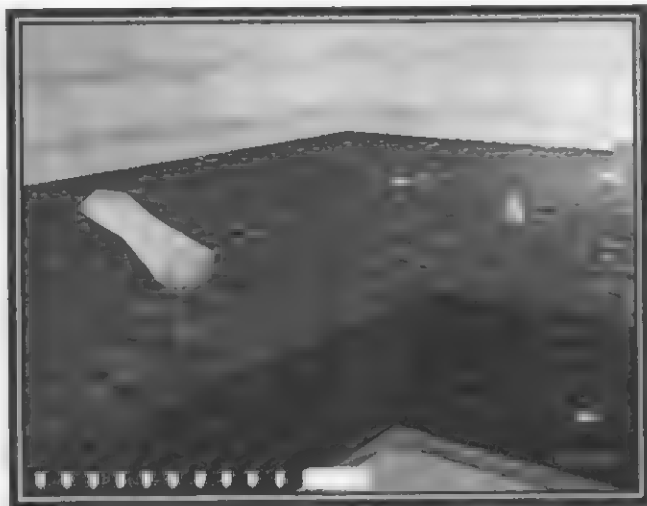


Fig. 19-4. The plans room.
Take a close look at the blueprints and the scroll.

When you've finished him off, shoot a vine arrow into the east side of the grille on the ceiling's south side. Save, because it's a tricky jump. Once you climb up, jump to the metal walkway to the east. Follow it around. The last window hides a switch. Jump up to click it. The middle of the planning room floor drops down.

Drop down into the secret room. On a table is another entry into the New Scripture of the Master Builder. Boy, that Karras guy is nuts. Just behind the scripture is a switch that opens the gate in the northern apse. Make sure you hit this switch because you'll be able to take a shortcut later on. Head north down the secret passage and click the switch. Climb the ladder. You arrive in a small area with desks. There's a frogbeast egg under a plant near there. You're north of the plans room. Go back to it and, returning the way you got here, head back to bay C. Refer to your map for its location, near the entrance. (To get back to the ledge you must climb the stones you descended earlier.)

Constructing the Guiding Beacon



Tip The machines in these bays manufacture some useful goodies. Combine the flare mixture and the iron chassis in the amalgamating machine to produce flash mines. Combine the flux spheroids and metal plates to produce flash bombs. Combine the mine bulbs and bantam nodes in the sealing machines to produce explosive charges!



Fig. 19-5. The bellowing machine.

When you reach bay C, step on the elevator platform and ride it to the floor above and the bellowing machine. Climb the ladder on the machine's north side and drop in one of the weird Mechanist items you found, a signal bolt. When it drops out the end it has been trans-

formed into a stage 1 piece. Ride the lift back down to the lower floor and the room you entered by, bay A.



Fig. 19-6. Beware—two mech-guards now patrol bay A.

Unfortunately, two mech-guards patrol in here now! Use some frogbeasts or a mine and stick to the shadows. You need to reach the machine on the south-east side of bay A—the rolling machine. Drop a steel plate into the slot on its north side, then climb the ladder

and drop the stage 1 piece in the hole up top. Now head to the south side and press the button. Pick up the stage 2 piece from the conveyor on the machine's west side.

Now go to the pulpit where you found the two vine arrows earlier, and from there go west toward bay D, as shown on the map. You may encounter a wandering Mechanist or two.

When you arrive at bay D two mech-guards await. Hide north of the entrance, in the shadows, and fire a noisemaker arrow. When they come to investigate, climb through onto one of the windows and drop some mines or frogbeasts on them. It's a tricky battle, so be sure to save before you attempt it.

Bay D



Fig. 19-7. The regulating round.

You don't want the west side of bay D; you want the east side. Head on through to the melting machine. Climb the ladder on its east side and drop the bantam node inside. Drop a gauge in also. Now go to the pool of water on the room's north side and fire a vine arrow at the grate

in the ceiling. Scale the vine, drop onto the ledge, and follow the little passage east, grabbing the key on the wall as you go. The key opens a door to the east; then head south and open another door. The passage beyond it takes you to the top of an elevator platform with two control panels up above. You want the northernmost one, the linking machine. Press the button there. Lo and behold, a regulating round drops out of the bottom of the machine. Ride the elevator down, then fire another vine arrow into the grate above the elevator shaft so that you can scale back up later.

Tip Alternatively, you can shoot the elevator button from the top of one of the machines to get the elevator to lower, then fire a vine arrow into the grating above the elevator platform. However you do it, you have to get up to that platform.

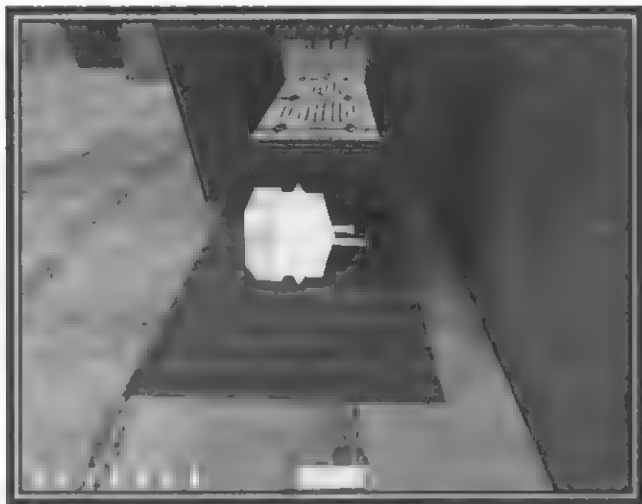


Fig. 19-8. The stage 3 piece

Now go to the sealing machine on the room's east side. Throw the stage 2 piece into one slot on its north side and the regulating round in the other, then climb the vine up to the elevator platform. When you return to the sealing machine, you have the stage 3 piece.

Return to the west side of bay D and break into the storage room, which houses more Mechanist components.

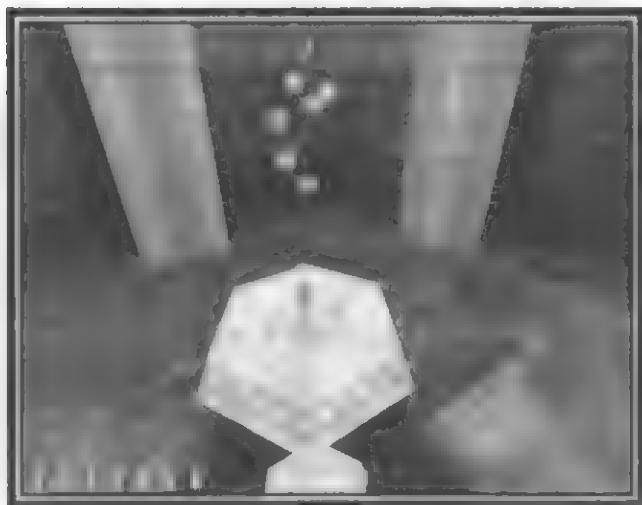


Fig. 19-9. The Fountain of Healing.

Return to the room above bay D that you passed through on your way to the elevator platform. If you go north along it, you see a chamber that opens to the south. Inside you spot a fountain, and if you select the fountain, you're completely healed! The

water stops, but the font regenerates every few minutes should you need to return. And you probably will.

Bay E

Fig. 19-10. Ready a fire arrow and step into the light.

Leave the font's chamber via a southern door, and wind around until you emerge on a metal platform overlooking another huge area. This is bay E. Climb the ladder in the northeast up to another metal platform, then get yourself noticed by the first electric eye by stepping into a patch of light; Karras needs to see you again. He comments on his amazement. Quickly blast the eye with a fire arrow, then drop a mine for the incoming mech-guard and step into the shadows.



Caution There are two other mech-guards stationed nearby, and the odds are high that they'll get summoned too. If that's the case, fall back to the passage you entered from and wait for a while. They resume patrolling back and forth into this room. Get their attention with a noise-making device. Then lay a mine at them. Sometimes two investigate at once and get blown up.



Fig. 19-11. Click this lever to get the Guiding Beacon.

Once the mech-guard is taken care of, head to the ground floor and drop the stage 3 device. Click the lever beside it to get the Guiding Beacon. Pick it up and head around the north side of the machine, where there's a lever on the wall. It opens a secret passage

through to the passage west of bay E. Head north and look at your map. You want to reach the fluid vapor interchange, but you don't want to head in through the main door. Go as far north as you can in the hall outside, and then look at the archway to your east.

Placing the Beacon



Fig. 19-12. The ledges above the northern apse.

Once you get there you need to work around the edge of it by going to the archway on the east. In the north side of the archway is a metal object you can pull yourself up onto. It's the beginning of a ledge that stretches through the dark all along the room's north side.

Follow it around to the room's other side, exiting through the east door.

You arrive at the northern apse. This area is patrolled, but the patrol routes are long. Wait in the shadows until a guard has just passed, then follow it. Through the large northern door in the northern apse is an elevator, on the east. Climb in and ride it all the way to the top. This is the shortcut we mentioned earlier. Step out and you see a ledge to your east. Jump down to it. Inside the room beyond the ledge, climb the ladder to the next ledge and look east again, but up this time.



Fig. 19-13. At last you can place the Guiding Beacon.

Get off the elevator and walk towards the contraption on your right. Place the Guiding Beacon on the right side. Now go through the north door and climb the ladder to the roof. There's an immense antenna straining up to the sky with a switch beneath it. Select the switch to move it from A to B.

Head back down the ladder, select the switch on the wall beside the barred door, and ride the elevator back down.

The Second Tower

Head northeast. A mech-guard patrols through here, along with mech-spiders. A human guard patrols back and forth in this room, and a mech-guard is stationed at the north exit. Shoot the torches in the north wall to create shadows, then get past both guards by shooting a noisemaker arrow. Sneak north and go west at the intersection.

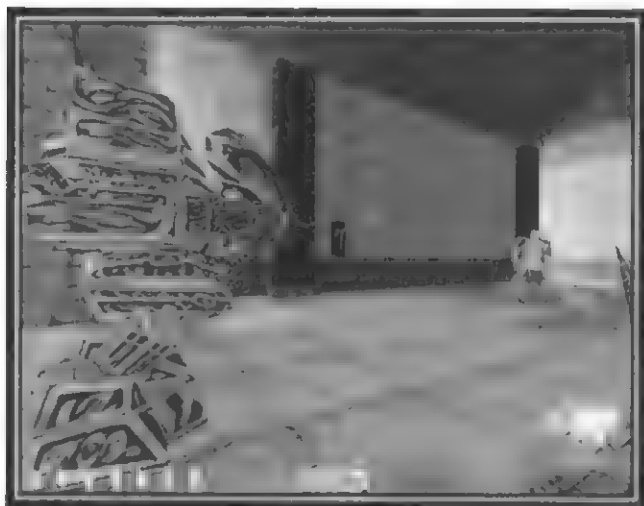


Fig. 19-14. Create shadows to bypass the guards.



Fig. 19-15. This machine will flatten you if you don't move fast!

north. A leafy tendril lies on the floor, and hidden within it is a frogbeast egg. Directly north is a giant press. When it starts up run through.

You have barely enough time to make it. Once on the other side, hide in the corner and douse the torches. Note the mech-guards patrolling to the west.

North of here, a conveyor belt leads to flames. Time your jump onto it so that you don't get flamed yourself, then dash through the room beyond and to the ladder in the northernmost room. By this time you may have been spotted by the mech-guards, so keep running!



Fig. 19-16. The entry to another signal tower.

At the top of the ladder you look down a chute. Slide down it, then work your way through the halls to the southwest to some double doors. Through those double doors is an elevator platform that will take you to signal tower 2. Ride up and flick the switch to B.

The Third Tower



Fig. 19-17. Select the lever to open a door.

Ride the elevator back down and select the red-handled lever to the east of the signal tower doors. A passage opens. Select the lever at its end, and another passage opens. You emerge in a room with a pit in its center through which red-hot lava pours. A mech-guard patrols

on the west wall. You can reach a movable walkway in the room's north. Wait until the mech-guard has started south, then sneak aboard the walkway and click the red button on the wall north. The walkway slides south. Crouch when the mech-guard comes back north, then as soon as he passes, run south. Don't miss the frogbeast egg and moss arrows in the vines on the way.

In the room's southwest corner is an opening to an elevator that takes you to the third signal tower. Ride up, flick the switch, and come back down. Wait for the mech-guard to patrol north, then dash southeast to a switch in the wall. Press it, crouch back in the shadows, then wait for another walkway to slide over. Use it to head east.

The Fourth Tower

Take the south door out to a room with four guards. A fire blooms near its center every few seconds. Distract the guards and get them to come to you with a noisemaker arrow, then drop gas mines or flash bombs or shoot them from the shadows. Do whatever it takes this mission, because the whole city's at stake.

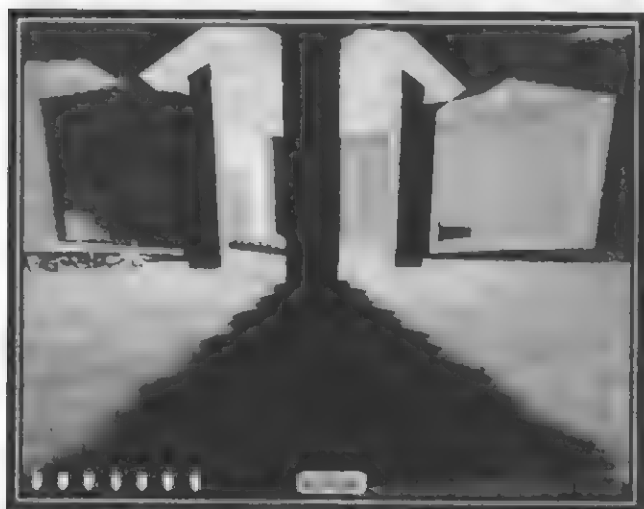


Fig. 19-18. Four guards patrol the room with the intermittent fire.

Leave this room via the northeast exit and you come again to the flashing room. Dart through and go east past the room where the mech-guard was posted.

The barracks lie to the north. It's possible to collect some goodies from the

chests in the barracks, including a healing potion and some slowfall potions, but first douse the torches on the room's perimeter and keep an eye out for any patrols as well as the electric eye mounted south of the barracks.



Fig. 19-19. Keep those frog-beast eggs ready—there are a lot of mech-guards around here.



Fig. 19-20. A large vat of water sits in this room.

Once you're through looting the barracks, head east again and turn north into the tunnel with three metal chimneys. There's a mech-guard in here. Take him out however you can, then climb into the middle chimney. (Two frogbeast eggs lie among the vines to the room's northwest.)

The tunnel leads to a room with a giant vat of water. Just beyond the entrance is a grate. Fire a vine arrow into it, then drop down so you can scale up it and drop onto the steel girder. A series of girders stretches across the room, and you must work your way across them, avoiding being spotted by the electric eye far below.

When you get to the southwest end of the room, leap off the girder for the platform to the south and head through the door. Beyond it is an elevator to signal tower 4.

Once you change the signal at the top of the tower, take the elevator back down. Another grate over the girder enables you to launch a vine arrow and climb back to the girder to retrace your steps.

The Fifth Tower

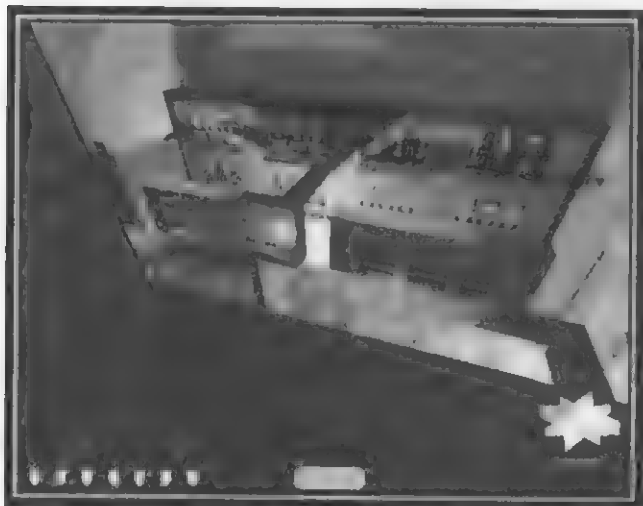


Fig. 19-21. Looking into the master control room.

Once you're back in the metal pipe, head north, then east, then south, and look down to your west to a maze of machinery patrolled by the mech-guards. Head into it, then south, above the room, ducking into a passage to the west, and then through the passage to

another portion of the master control room. Fire a moss arrow onto the grating and then drop down and take the ladder to the ground floor.

In each of the middle banks of machinery in the north and south portions of the master control room, you'll find a switch. You must hit both switches to open the portcullis at the north end of the room. The place is crawling with mech-guards, though, so you must use shadows, frogbeasts, mines, whatever you have to avoid or destroy them and get through to the portcullis. Once through, you have to press the elevator control and wait for it to descend, a real problem if you're being chased!

That elevator leads to another that takes you to the next signal tower. Flip the B switch and descend. It's just as tricky down here as it was when you left. Again, use whatever means you can, noisemakers included, to get past all the mech-guards. Then go through the portcullis, taking the first available exit west. You end up back in the water vat room. Exit to the west, into the room with the three chimneys.

The Sixth Tower



Fig. 19-22. Take out the turret by shooting the elevator switch.

Exit the chimney room to the north and you arrive in the chapel. Some shadows to the west will hide you. Wait until the mech-spiders are over in the west, and then head over to the northeast corner; open the portcullis, and move through the

tunnel. The tunnel ends looking south into the turret production room.

Get into the shadow of the first pillar, then crouch and work to its east side. Aim your bow at the button to the east near the turret, and crush the turret beneath the press. Now head east as fast as you can, into the room with the green light. If you have any speed potions, now's the time to use one. Jump on the ladder and climb to the top, then head west on the catwalk.

On the other side, a small room holds two fire arrows and an explosive device sitting on a table. Grab them, then head across the other catwalk back east. Be careful—you may be fired at on your way over. Descend the ladder east of this catwalk. At the foot, to the south, is a small metal pipe. Crawl into it and you emerge in the production room. You need to hit the switch on the wall south of where the pipe exits. Unfortunately, the turrets are out for blood. The one directly east of the exit blasts you as soon as it catches sight of you. Fortunately, there's an explosive device on the table just a foot or two north of the turret. If you shoot the fire arrow at the explosive device, it blows the turret to pieces. Now climb back up the ladder (well, actually, fire a vine arrow into some grille near the ladder, climb the vine, and then jump to the ladder and climb it). Once above again, head south and crouch, and you can look out on the third and lowest catwalk, which heads west. You're under fire, so watch your step!

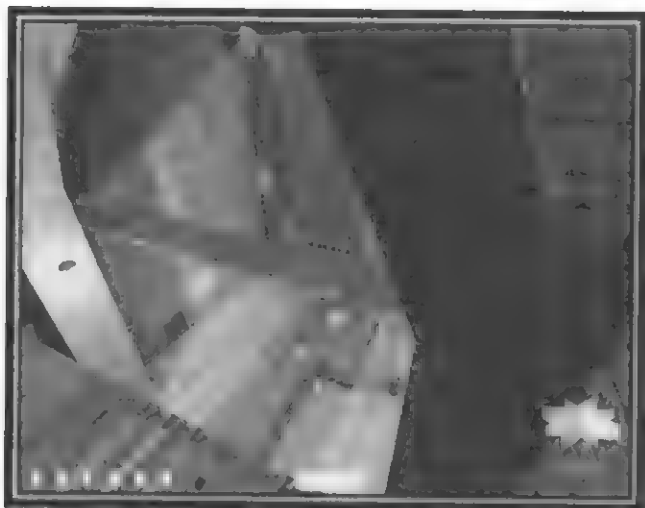


Fig. 19-23. Looking down on the turret production room from the catwalk.



Fig. 19-24. Aim your fire arrow at the explosive device near the turret.

When you reach the other side of the catwalk, fire a vine arrow into the grille (aim low on the grille so you don't have to leap to catch the vine later) and use one of your slowfall potions to jump down. Run through the open archway and ride the

elevator up to the top, where you can flick another switch to change a signal tower.

When you descend the elevator, drink your invisibility potion and dash back out to scale the vine ladder. Head back through the catwalks and work your way back to the room with three chimneys, past the barracks and the room with the mech-guard to the location on the south side of the map that reads "double doors." A mech-guard patrols here, so eliminate him however you can.

The Seventh Tower



Fig. 19-25. Lock-pick the double doors to gain access to the last signal tower.

leave the room, shutting the door behind you.

Head down the ramp in the floor, and when you near the bottom keep your eyes sharp for the mech-guards, the serv-bot, and the human servants.

Avoid the servants and head west into the shadows and north to the elevator. Ride it down.



Fig. 19-26. Pull the red-handled lever.

Once at the bottom, take the first opening on the left, which is a ramp. Follow the corridors at the top of the ramp and turn off the switch at the end of them, then loot the chest. This switch turns off the lights in the hall at the bottom of the ramp. Head east, to the doorway to the

north. You come to a corridor that ends in an elevator.

Take the elevator up and remove the spring from the chest up top. Now look down through the window to the south. Jump through it. You land in the water below. Swim south and climb the ladder up to the doorway. Move through; to your west is a big red lever. Select it. (Make sure you don't step on the grating. There are guards in this room.)



Fig. 19-27. Drop to the floor below.

Now swim into the underwater channel to the south. You have to swim underwater for a little ways, but when you come back out you emerge into two underwater chambers, each of which contains two water arrows. Climb the ladder at the end, out of the water,

then the other ladder near it to get another vine arrow. Throw the switch in the corner, and a plate in the floor opens.

Drop into the hallway—you should recognize it as the one you rode the elevator in to get to the water. Head down it and into the corridor at the bottom of the ramp, then go farther west. An electric eye hangs at the end of the hall, but all's in darkness—crouch-walk past it.

You come to a large dark room with grilles strewn across the floor, so walk carefully through them to the round, opened door at the south. Climb through softly and fire a vine arrow into the grating above the hole beyond the open door.

Descend the vine arrow, but watch the drop at the end. It's liable to hurt. Now head west through the room at the bottom and drop some moss on the metal-plated platform before you climb up and maneuver to the ladder.

At the top of this ladder another round door has opened. A conveyor belt stretches north. Fire a moss arrow into the doorway and step through onto the stone. On the other side of the doorway, underneath the electric eye is a switch that will turn off the eye and turret. Now walk across to the turret north of the conveyor belt and climb up the ladder beside it. You reach the top of the machine and another ladder. Climb this ladder, then ride the elevator to the top and flick the switch of the final signal tower!



Fig. 19-28. It's difficult to make out details in the dark, but you need to move beyond the catwalk and climb up the machine.

Descend the elevator, and the ladders, then drop to where you flipped the big red lever earlier, and into the water and back the way you came to the room with all the guards (at the bottom of the ramp that started in the room past the double doors). You've completed your objective by activating seven towers, but if you're a perfectionist, you can head to the northwest corner very carefully and ride the elevator to the top to flick this switch too. Be warned—you have to call the elevator, because it's at the top now, and, as mentioned, the place has a lot of guards. This probably isn't a good idea unless you have lots of ammo left.

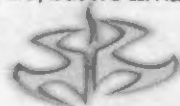
Now get the heck out of there! Remember that if you haven't already defeated the two mech-guards in bay A they're still there.



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



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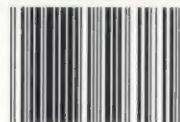
ISBN 0-7615-2618-6



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